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THE UK'S BIGGEST SELLING MULTI-FORMAT MAG IS ONLY A PAGE AWAY!

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湾岸 MIDNIGHT CLUB II

Take the ride of life with GM as we bring you the exclusive review of the racer that will leave you breathless. It's got edge, it's got attitude and it's got the full GamesMaster treatment inside...

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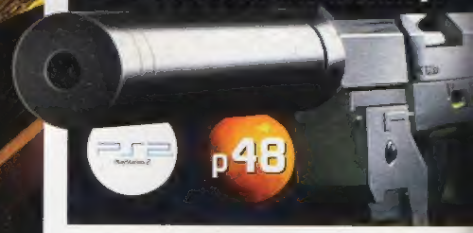
MIDNIGHT CLUB 2

It's another GM exclusive as we tear open Rockstar's white hot racer!

THE GUIDE

TOM CLANCY'S SPLINTER CELL

Softly, softly – we tell you how to catch the monkey!



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This time it's personal! And hairy...

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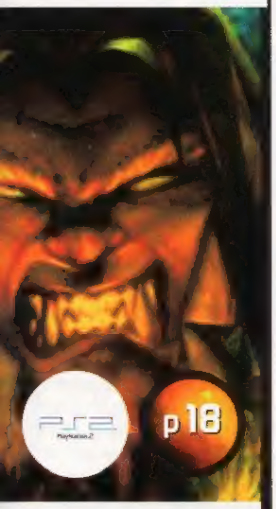

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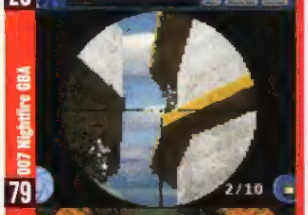

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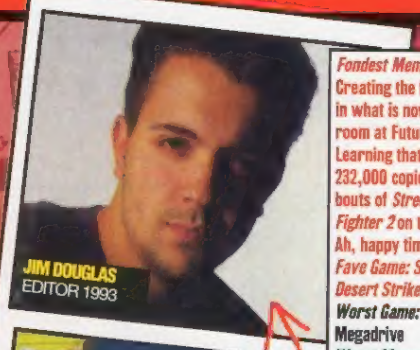
TEAM GM

10 Year Anniversary Special!



JIM DOUGLAS
EDITOR 1993

Fondest Memories: Ah so many. Right from the early days of learning about Jim Douglas' worker incentive programme (we all worked that much harder after he put his fist through a door after someone annoyed him) to fighting with Adrian Price over control of the office stereo. Then there was the amazing result of the first issue which sold shedloads (250,000 I believe). Discovering the squeaking noise in the office wasn't a mouse but was in fact art goddess Lisa Kellett (bizarre noises she used to make). Cathy Mckinnon's tales of royal garden parties. Will Groves falling asleep in the bogs in the pub over the road and getting locked in. Oh, I guess you want mag memories – yeah that was cool as well. Sniggering as work experience kids blew up NTSC PlayStations by plugging in the wrong power supplies then realising it was the last one you had that worked properly. All the free PR lunches, freebies, free games – and to think they paid us as well.
Fave Game: One game? Out of the thousands we must have played? Well the office *Mario Kart* challenges were always fun (even if Marcus and Chris did always win 'em). Then who could forget the never ending *Mortal Kombat* and *Street Fighter 2* tournaments we used to have.
Worst Memory: Leaving, without a doubt (I know, sounds tragic, but it's true).
Worst Games: Rise of the Robots, Jurassic Park: Trespasser and anything that I gave bad reviews to where the developers threatened to break my legs.

Fondest Memory: Creating the first issue in what is now the post room at Future HQ. Learning that it sold 232,000 copies. Endless bouts of *Street Fighter 2* on the SNES. Ah, happy times.
Fave Game: SF2 and *Desert Strike.*
Worst Game: Sonic 2 on Megadrive
Worst Memory. Writing the intros to the tips section in the style of Patrick Moore's GamesMaster "character".

LES ELLIS
GM LEGEND 1993-1999

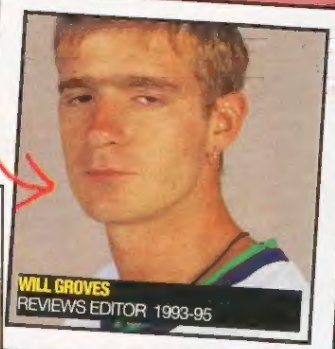
TIM TUCKER
EDITOR 1994-95

Fondest Memory: Staying late for nights on end to put together a cover-mounted book, called something original like "100 best games ever," with Simon Kirrane. We thought it was a work of genius, but in retrospect it's easy to see that we were high on adrenalin and extreme anxiety. All I remember is that *Mortal Kombat* was number one (pah) and that my captions were funnier than Simon's.
Fave Game: Playing *Tempest 2000* on the Atari Jaguar round at Jeff Minter's house in South Wales with Andy Lowe. Wonderful.
Worst Memory: Creating the cover for our *R-Type* issue. Professional designers, studying it today, shake their heads in disgust. We had a glorious vision of a majestic space ship, viewed from an oblique angle and rendered in cool silver lettering. We somehow ended up with a baffling and unreadable grey and yellow slab.

TOM EAST
DEPUTY EDITOR

Fondest Memory: Going to Seattle to have a first play on Xbox. Whilst I was away an Xbox was sent to GM and everyone whipped my ass on *Halo* when I got back.
Fave Game: GTA Vice City

Fondest Memory: Getting the job and realising that I actually played games for a living!
Fave Game:
Games? I hate games...



WILL GROVES
REVIEWS EDITOR 1993-95

Fondest Memory: All those games. Before GM, I worked on *Super Play* where it was bottom-of-the-barrel SNES left-overs and obscure import games. First day on GM, I reviewed *Daytona.* The first time I ever made eye contact with Les and he had his black contact lenses in. Yeah, that was a fond memory. If by 'fond' you mean 'absolutely, blood-freezingly terrifying'.
Fave Game: It plainly wasn't better than *Mario 64*, but I've got to admit, the first time I ever saw the original *Turok: Dinosaur Hunter*, I thought it was the most amazing thing I'd ever seen.
Worst Game: Prince of Persia 2 which included the level you couldn't complete.
Worst Memory: Les' PC, which had a variety of *South Park* samples on it that kicked in every time he started up, closed down, opened his email, closed his email, or did something the computer didn't like. It was a 12-month insight into what it must be like to be breathed on by evil.

TIM WEAVER
REVIEWS EDITOR 1996-97

Fondest Memory: After spending my early years obsessing over every new incarnation of *Street Fighter* and *Mortal Kombat*, it'd have to be the little spark of excitement at getting in Team GM for the first time. And then realising that Dave'd altered my photo so it looked like I was wearing make-up for a throwaway gag about me having a twin sister. I'll get you yet, Harrison...
Fave Game: Street Fighter 2 Turbo.

JOEL SNAPE
WRITER 2000-

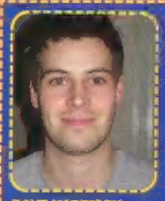
OLLIE HURLEY
REVIEWS EDITOR 1998-01

KIERON GILLEN
WRITER 1999-

DANIEL DAWKINS
WRITER 2000-

Fondest Memory: Much as I'd like to say it was having to dress up in a tin foil space suit for some hare-brained feature, being sent everywhere from Paris to Tokyo to Texas to uncover the latest games was certainly nothing to grumble about.
Fave Game: Without a doubt, it has to be four-player *Virtua Tennis* on Dreamcast. I remember we were so addicted to it that the then Editor Dan Griffiths literally had to hide the disc when were on deadline. We soon found it again though.
Worst Memory: Having to put up with the mental Swedish work experience person who, instead of doing the usual week or two, seemed to hang around for about six months while driving us all slowly insane.
Worst Game: Some atrocious *Hugo* outing on PC, which I seem to remember as being the only review score of mine that didn't even make it into double figures.

Fondest Memory: GM is, for me, always connected with Dave demanding I pose with a random object while he takes photos of my pallid form." Here Kieron – take this stuffed mammal. Now hug it, yeah? That's great." "Hey Kieron – hold this. No, not like that. That's better!" Now, I'm fine when these get in the magazine. What worries is when they *don't.* Why is Dave amassing a collection of photos of me? I suspect foul play. Also calling Les "Boss" a lot for no reason. It made me feel like an urchin character in a Dickens novel, and I like that.
Fave Game: Deus Ex on the PC.



DAVE HARRISON
WRITER 1999-

Fondest Memory: Having yo-yo contests with Jonnie, shouting at Andreas and reading Ollie's drunk captions. Also working with loads of top people.
Fave Game: Rocky - best game EVER!

Fondest Memory: Watching Tom trying to get *THPS3* to load on an Xbox test station while being gently throttled by a maze of RGB Scart leads. Boy, that hour went fast...
Fave Game: Er, not my favourite game of all time, but the best I've played for GM is *SSX Tricky.* Definitely. Or maybe *THPS4.* Or...no, hang on, *Silent Scope.* No, wait, that was rubbish.
Worst Game: Simpsons Skateboarding for desecrating, sorry that's a bit posh, steaming an almighty whoopsie on an already pungent franchise.
Worst Memory: Having to write ten thousand box-outs for the *GT3* review, using a set of near identical screenshots and my limited knowledge of exhaust spoilers. That's no exaggeration. It felt like billions.

ROBIN ALWAY
WRITER/ED '96-

Fondest Memory: When Wil Overton sat me down on my first day and got a at-the-time almost priceless Jap N64 out of the cupboard. He then switched on *Super Mario 64*...

Fave Game: *GTA3*

PETE WILTON
EDITOR 1995-96

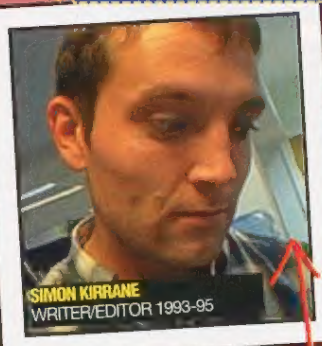
Fondest Memory: Whupping Les Ellis at every puzzle game going! Him throwing down the joypad, then demanding a rematch, then claiming he's invincible before I mash his blocks/bubbles/beans to a bloody pulp. Again. Sigh, happy days!
Fave Game: Wipeout.

DAN GRIFFITHS
EDITOR 1999-'00

Fondest Memory: Andreas (Swedish work experience bloke) and Dave sharing a desk for six months. Big scary Claire. Jonnie having random fits of rage. Ollie's obsessive tidiness. Repeatedly telling Dave to stop swearing or putting defamatory comments about the Disney Corporation in his reviews. Ollie always being called 'a muppet' in Team GM. Becoming the best-selling multi-format game in the UK
Fave Game: Metal Gear Solid
Worst Game: N64 *Superman* – "Solve my maze!"
Worst Memory: Discovering – at midnight, after a long week of working until midnight – that Les' six-page *WWF Attitude* guide was based on the American version of the game and they'd changed all the buttons for the UK version. How I laughed. Ha ha ha aaaaaaaaaaaaahhhhrrrghhh!!

MARCUS HAWKINS
EDITOR 1996-99

Fondest Memories: Joining the magazine as a work experience baby, then getting offered a full time job by Tim Tucker, because 'no-one else wants to sit next to Simon'. I lasted three months. A great time where we all pulled together. Well, most of us. Some of the time. Returning to edit the mag. In a Dr Who way, after the Pete Wilton 'Pertwee' era, I felt like Tom Baker. I think. The talented, attractive people I've been able to call my 'work colleagues'. Spending an hour writing a speech bubble for Patrick Moore's omnipotent head. Failing to get on the TV show. The 50th issue. The failed 'Intruder The Window' punchline incident.
Fave Game: *Street Fighter 2*
Worst Game/Memory: I told Andy Lowe I liked *Street Fighter*. He kicked my head in for half an hour without looking at the screen once, *and* while taking several phone calls. I felt small, stupid and hot.



SIMON KIRRANE
WRITER/EDITOR 1993-95

Fondest Memory: The fact that I made some great friends while I was there: Timmy Tucker, Marcus, Lisa, Barnsey, um Les, some Welsh bloke. I loved them all, except the last two. Also, don't forget that GM was and is a great magazine with a sense of fun and honesty that you'll struggle to find anywhere else. If there was one standout memory it was chuckling with Tim T when we worked on a supplement and had eight hours to write 15,000 words, the last reviews were insane nonsense.
Fave Game: Return Fire on 3DO I loved that game: I spent 3 weeks writing a beautifully worded and much lauded two page review. I bet Les wrote a second opinion saying he hated *top-down* war games...his logic was all over the shop. Is he still undead? This is like Friends Reunited.... but with Les. Can we have a party?
Worst Game: Nightrap – some bizarre CD video clips game. Someone released loads of these terrible button-pressing affairs with no content, but they sold some by getting the media geed-up about video-nasty content. They even sent Tim to Puerto Rico. With a bloody model. We were on deadline in Bath. Worst memory is Tim's leaving day. I got very bothered by that.

Fondest memory: Taking an Atari Jaguar to Liam Howlett's house in Essex and playing *Tempest 2000* with him and the rest of The Prodigy.
Fave game: Streetfighter 2 (SNES).
Worst game: A deadbeat dead-heat between *Rise Of The Robots* (all formats) and Yogi Bear (Mega Drive).

ANDY LOWE
DEP/EDITOR 1993-94

IAN LLOYD EDWARDS
ART EDITOR

Fondest Memory: When I got to the semi-finals of the works *FIFA 2003* Competiton, which was a first in the history of our magazine. Bring it on if you think you're good!

Fave Game: Splinter Cell

Fondest Memory: Testing all the toys to go in Battery Powered. I just really loved doing that (hee, hee).
Fave Game: Urmmmm..... I think it was called *Zelda*.
Worst Game: Something to do with clay creatures fighting...

Fondest memory: I liked pretty much all the photo shoots we ever did. Modelling all the t-shirts was fun.
Fave game: Cool Spot was lovely. I think he started life as the dot from the 7-Up can, but somehow he managed to be the best little character I ever saw in a platform game.
Worst game: Virtual Pool was THE MOST boring game ever. I could never see the point and Will Groves played it all the time. Snore...
Worst memory: Les once tried to impress some PR guy by telling me to "put the kettle on" like I was the secretary or something. I told him to **** off.

LISA KELLETT
DEP/ ART ED 1994-96

CATHY MCKINNON
DEP?ART EDITOR 1997-99

ROY DELANEY
PROD ED

Fondest Memory: The first time I got included in an Art House drawing. Sitting in the games room while half the building watched me on 15-7 was a bit embarrassing though.

Fave Game: Darts

Fondest Memory: Staying awake for 52 hours to finish the mag! Sleep depravation rocks!
Fave Game: Getting covers approved by Senior Management. And *Halo*.
Worst Game: Toy Soldiers franchise! Stop! Stop! for the love of GOD STOP!!!!

JONNIE BRYANT
PRODUCTION ED/WRITER 1999-

Fondest Memory: One that's indellible is playing *Virtua Tennis* with Dave and Ollie on a summer evening and then leaving work way too late and still finding it sunny outside.
Fave Game: I was well into Dreamcast during my time on GM, so I'd have to say *Shenmue* probably followed by *Shadowman*.
Worst Memory: Being rushed through the first issue and having it return riddled with mistakes. Dark days indeed.
Worst Game: Hidden and Dangerous on DC.

PAUL TYSALL
ART ED 2000-02

Fondest Memory: Being lured into the weird and highly dangerous cult of Les Ellis. When he had those black contacts in – wurrrrrgghhhhh (that's me shivering, by the way). Oh and slagging off *Tomb Raider*'s control system before it became the biggest thing ever.
Fave Game: Super Mario 64 – still far better than *Sunshine*.
Worst Game/Memory: Hated *Wipeout* and its rubbish soundtrack but I can't really think of any nasty memories – they're all fluffy and nice – just like Lisa Kellett!

WIL OVERTON
ART EDITOR 1995 -96

Fondest Memory: Seeing Matt Swain hopping around Bristol Zoo in a Gorilla outfit for a photoshoot for Grip Chimp. Or kicking Les's arse at *Mazza Kart* every day. Les' awfull new romantic music blasting out the office after he thought we had all gone home. The redesign of course.
Fave Game: Mazza Kart, Goldeneye, Formula 1 Wipeout and *Civilisation*.
Worst Memory: Errr, deadlines, deadlines, late nights, errr, more late nights.

ALI TURNER
DEP ART EDITOR

Fondest Memories: Nicola and I used to get VERY excited playing with the battery operated toys for Hardwar. Best though has to be tucking up 'Little Tom' in the Harry Potter sleeping bag.

Fave Game: Snood

CHRIS BATES
ART EDITOR 1996-99

HOT NEWS

NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

Link can do bomb and sword attacks as the GC-exclusive *Soul Calibur* character.

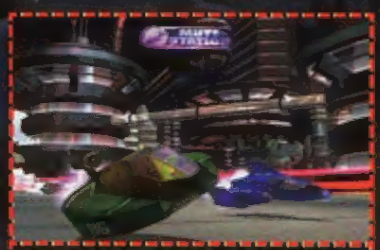
SHIGSY ON TOUR

GAMING GOD LIVE IN THE UK! SPILLS THE BEANS ON ALL THINGS NINTENDO!

He created *Mario*, he designed *Ocarina of Time* – and he's more popular than Britney Spears. When Shigaru Miyamoto visited London's Virgin Megastore in February, a thousand people turned up - easily beating the pop starlet's turnout earlier - some of them waiting from 2pm the day before to get Virtual Boys, fan art and copies of *Mario Sunshine* signed.

The signing, held after a brief demo video from Nintendo and scheduled to carry on from 1:00 until 3:00pm, ran half an hour over as Shigsy made time for all his loyal/crazed fans. The Ninty legend's first ever European public appearance was scheduled to promote the utterly brilliant *Legend Of Zelda: The Wind Waker (97% - GM 130)*, but he couldn't help but get carried away and spill the beans on all sorts of Nintendo plottage. Fortunately, GM didn't have to brave the overzealous security, Belgian *Donkey Kong* fans and e-bay speculators, as we'd been at his press conference earlier. Here are the highlights of the conversation, which ranged from Cube *Metal Gear* to Miyamoto-san's dog...

Shigsy also hinted that Japanese 2D legend Treasure were helping out with *Wario World*.



F-Zero fairly blasted along in the demo video we saw. Just look at it zoom. More next issue.

PIK OF THE BUNCH

The biggest surprise of Ninty's demo video was *Pikmin 2*, boasting a split-screen two-player mode – for either competitive or co-operative play. It was only on screen for a second, but we're foaming at the thought of double-spaceman fun. Miyamoto-san might even get his latest pet in there "I think maybe we'll put a dog in that will come out and just gobble up the *Pikmin*." Ace!

Kirby's Air Ride looks like it's shaping up nicely, and should feature GBA connectivity.

This split-screen two-player mode looks like being the biggest, and funnest, new addition.

We reckon this is Olimar and Loozy looking for space ship bits.

SHIGSY ON...MARIO KART

The worst news of the tour came in an interview with the US press, where Miyamoto-san commented, "We've been conducting online experiments with *Mario Kart* for quite some time. This time around we've looked at it and I still feel that [online play] would be very difficult to pull off". Hwuh? He continued, "Nintendo is still at a point where we don't currently see online games as a business model being successful, so I don't think you can expect to see any serious look at online games at E3." Guh? No online Battle Mode for *Mario Kart*?

SHIGSY ON...ZELDA

Although he likes the more realistic look of Link in *Soul Calibur 2*, Miyamoto-san also sees big benefits in the toony cel-shaded look of Link, saying - "There has to be a natural and fluid interaction between the player and the character."

SHIGSY ON...GBA CONNECTIVITY

This is clearly a priority for Nintendo, with *Pokemon Puzzle Stadium*, *Nintendo Puzzle Collection* and *Final Fantasy: Crystal Chronicles* all set to support the GBA/GC linkup. 70-80% of first-party GC games will feature connectivity, and Nintendo are trying to convince EA to go for a similar ratio.

SHIGSY ON...EVERYTHING ELSE

There will be a new *Donkey Kong* - but not by Rare, of course - and a new *Metal Gear* for GameCube - though those GBA linkup rumours look shaky. And anything else from the man himself? "Yeah, I do intend to show something new at E3." Crikey.

p. 11 **PS2 ONLINE PLANS**
Sony unveil their first online games. See our first impressions of Destruction Derby Online, Socom and Hardware.

p. 15 **BACKYARD WRESTLING**
Potentially the biggest self-harming craze since *Jackass* - and it's coming to these shores soon.

£5 OFF ANY GAME!

p. 14 **SAVE A FIVER**
It's like we're giving away free money! You can get £5 off any game from any GAME store with our handy voucher. Not the one on the left though...

SHOW US YOUR MEDALS

» New Medal of Honor games revealed!

Achtung! Or should that be Tora Tora Tora! The latest game in the *Medal of Honor* series has been unveiled and we've bagged the first shots and stolen the battle plans.

It's called *Medal of Honor: Rising Sun* and it will be released at Christmas 2003 for Xbox, PS2 and Cube. As you may have guessed from the title, *Medal of Honor* is moving away from the muddy French battlefields and focusing on the war with Japan, kicking off on the first level with the Japanese invasion of Pearl Harbour. From there you'll head off for the Guadalcanal landing, then to the Phillipines to liberate a prison camp. There will also be OSS operations in Singapore, Burma and a shoot out on a Japanese Super carrier.

In the first game you'll be playing as Joe Griffin, assisted by his brother Donny. They fight together until later in the battle, when they're seperated in a dog fight and you carry on as Joe. Sounds bad, but the good news is that EA plan to release a second *Rising Sun* game in 2004 which'll have you playing as Donny Griffin. Brilliant. Meanwhile EA have also announced that *Medal of Honor: Pacific Assault* will be released for PC only in January 2004. Like *Rising Sun*, you'll be fighting against Japanese Imperial forces in Pearl Harbour and Guadalcanal. Both games should be playable at E3 and we'll have new shots very soon.

Lob in a grenade and send both of them flying.

You won't be on your own in the Japanese jungle. Expect help from your brother.

This mission will have you liberating one of the notorious Japanese prisoner of war camps.

We've only got jungle screens, but Pearl Harbour will be as chaotic as D-Day.

No more running around in Northern France. Pack your pistol and head off to the Far East.

This time there will be more than one path to take on a mission. You'll probably have to explore the whole level to complete all of the objectives though.

Japanese troop's AI will be as good as the Nazis in all the previous *Medal of Honor* games.

As usual your arsenal consists of authentic WW2 weapons. Grab the Tommy gun.

There will be plenty of huge blast outs in muddy Far Eastern jungles. Hide in the trees.

What no Nazis? You'll be gunning down Japanese forces instead in *Rising Sun*.

NEXT BOX FOR E3?

» Xbox 1.5 to be unveiled at game show?

Microsoft are rumoured to be unleashing a brand new mini Xbox at E3 2003. While everyone was expecting to hear the plans for Xbox 2, it seems that first Gatesey plans to show off a sexier, smaller Xbox at the huge games show in LA in May.

The new Xbox will have exactly the same specs as the original Xbox, but will be half the size. So expect the new console to be the same size as a PS2. This should shut up all the moaners who have a pop at Xbox for being the size of a house.

In other great Xbox news, the creator of *Dead or Alive* has announced that the next scrapper in the series, rumoured to be called *DOA: Code Kronos* has been added to Xbox Live's bulging list of top online games. So you'll be able to have some multi-player babe bouts against folk from all over the world.

SCANDAL MONGER

THE FINAL COUNTDOWN

We're hearing rumblings on what could be the last *R-Type* game. Yep, it looks like the classic shooting series is hanging up its 15 year old lasers on PS2 (no release date confirmed yet) with *R-Type Final*. The ships look better, but even with the extra oomph of PS2, it's sticking to its 2D, side scrolling blasting action.

REACH FOR THE ALL-STARS

Capcom have canned its arcade beat-'em up *Fighting All-Stars*. The fighter which promised to mix the scrapping styles of *Street Fighter* and *Rival Schools* was set to be released in the arcades and maybe even PS2. But despite featuring fighters from classic Capcom games it didn't go down very well with the punters at a recent arcade exhibition in Japan.

KING OF THE CASTLE

Castlevania is making its next gen debut on PS2 this year. No name has been confirmed as yet, but the vampire hunting adventure, will be released in America in Autumn and is being developed by the same blokes who have been involved in the GBA adventures. Apart from the Transylvania location very few details have been released, but Koji Igarashi reckons his new designs may upset some people.

BUILDING SITE

If you're bored with putting up the same old buildings in *Sim City 4*, head to www.maxis.com where you can download all new landmarks at www.maxis.com. Go there and you can build Korea's Sungrye-Mun Temple and Seoul City Hall or go for Stockholm's Globe Arena. It's not exactly The Empire State Building, but it'll do for now. Keep looking for more downloadables in the future.

WINGING IT

Classic PC space shooter *Wing Commander* is coming to GBA in April. If it's anything like the PC games, expect plenty of space dogfighting as, playing as Lance Casey, you take on an alien army or escort and protect your fellow confederation pilots against attacks. You can also plug in some link cables and get involved in a four player shootout.

ONLINE CONSOLE WAR KICKS OFF

Sony strike back at London show!

Xbox Live is up and running, but Sony aren't giving up the online console war yet. Sony showed off their online games at an exclusive London show on March 6 and GM were there to get hands on with *Destruction Derby Online*, *Hardware* and *Socom*.

Our first ever play of *Destruction Derby Online* had us racing for the finish line against seven other players, whilst smashing into pylons and speeding over ramps for some stunt points. With cars building up to *Burnout* style speeds the vehicles are pretty fast, but we reckon the handling needs a few tweaks as we were sliding all over the gaff after landing a stunt. Sony haven't released many details about *DDO*, but hopefully there will be some classic *Destruction Derby* arena battles too.

Then it was time for some tank-on-tank deathmatches in *Hardware*. There will be capture the flag options, but the level we played had us driving a tank armed with rockets and missiles and shooting the crap out of other tanks in a big snowy arena. Well it *sounds* OK...

Already out in the US, you'll need the voice communicator to chat to your fellow team mates in the online games in *Socom*. Playing as part of counter terrorist group SEAL, you can command your team-mates as you get stuck into stealthy sniping missions, rescue hostages and gun down terrorists with over 60 weapons.

But in a blow for all PS2 owners, Sony haven't confirmed when their online revolution will kick off. It was all set to be released for Easter, but no release dates have been set for *Destruction Derby Online* or *Hardware* and the offline version of *Socom* won't be released until May 31, so it looks like you won't be playing PS2 online until June at the earliest.Can we wait that long?

Your back wheels will slide all over the place when you smash into rival racers.

If you don't have a network adaptor, it looks as if you'll be able to have four-player split-screen races.

Strap on a voice communicator and start shouting at Americans. Brilliant.

Drive nippy armoured jeeps or pick the slow, but powerful army tanks. Kablooey!

It's quite tricky to find a good camping spot for some sneaky blasting. No thistles though.

LIVE AND KICKING

Whilst Sony are busy making their online plans for Europe, Xbox Live starter packs were finally made available in UK stores on March 14. And if you are one of the lucky owners you'll have plenty of online mates to play with as Microsoft have revealed that they already have more than 350,000 subscribers worldwide. Even better if you're connected to Xbox Live you can download new stuff for *MechAssault* and *Splinter Cell* now. There are two new multi-player maps and two more mechs to download for *MechAssault*, plus a whole new level - called Kola Cell - for *Splinter Cell*. The level is linked to the main story and has you using all your gadgets to complete four new missions.

Quite literally popping a cap in his ass. You'll need your stealth skills for the new level. Easy now...

This new level is completely different to the extra level that featured in the PS2 version of *Splinter Cell*.

FINAL FANTASY UPDATE

New FFX-2 mini games and jobs revealed!

It's here! *Final Fantasy X-2* was released in Japan on March 13 and we're busy dusting off our Japanese translation book. We'll have a full playtest for you next month, but for now check out the latest info and feast your eyes of the latest batch of new screenage.

The big news this month is that Square have announced two new minigames - Desert Mining and Sphere Breaks. Desert mining will have you searching for treasure on a desert island, whilst Sphere Break is a coin game which you may need to win in order to unlock new dress up spheres which give your character some cracking new skills.

Talking of dressing up, Square have announced a new Beast Master job class which will help you tame monsters in battle. Also we can confirm that Yuna's Dark Gunner costume, revealed last issue, will help her learn and master the enemy's skills.

That's it for now, but come back next month for our first *Final Fantasy X-2* impressions - you'll thank us for it, we promise.

Yuna's Dark Gunner costume in action. Now you can nick your enemy's skills and use them.

It's Gippel from Al Bhed Machina Faction. He's interested in Yuna's summoning skills. Hmmm.

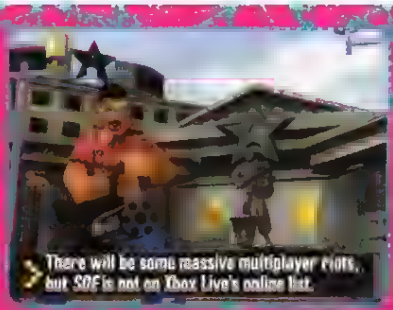
Put jobs you've learned into the Result plate and you can change class in the middle of a scrap.

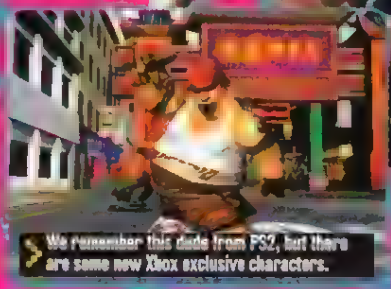
Paine uses a special katana for some Shin Metal Slasher and Light Beam attacks.

VICE CITY GOES PC

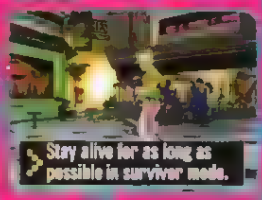
And that's not Politically Correct. Plus rioting on Xbox!

ny m
ersions of *GTA* until
ally happening!
Set for UK release on May 16th, it's a very similar deal to *GTA 3*'s PC. Improved graphics and sound, additional controls to allow for the
unspecified options for players to
and first screens next issue.
Emergency. As well as some graphica and the option to rip your own C ndtrack, there's revamped miss mode and characters. Best of all, there's multiplayer rioting - somethin original war crying out for. Y play four modes - Deathmatc Last Clone Standing and Survivor
a nuisance of i soon. Full revie


There will be some massive multiplayer riots, but *SOF* is not on Xbox Live's online list.


We remember this dude from PS2, but there are some new Xbox exclusive characters.

Knee mode has you killing loads of people for points.


Stay alive for as long as possible in survivor mode.

You can play in teams in Last Clone Standing.

GRAND THEFT AUTO RUMOUR CENTRAL!

GTA 4 is now under way. At least according to the latest rumours doing the internet rounds. It seems Rockstar North are working flat out on a *Vice City* follow up – likely to be the San Francisco set *GTA San Andreas* we told you about in GM130. But the true sequel to *GTA 3* is also now being designed by a smaller five man team. And, apparently, what they want to do with the game will only be possible on the next generation of consoles, with a nod and a wink towards PS3 as the most likely lead format. Absolutely nothing's been said by Rockstar but stay with GM over the coming months to see if this is true or guff.

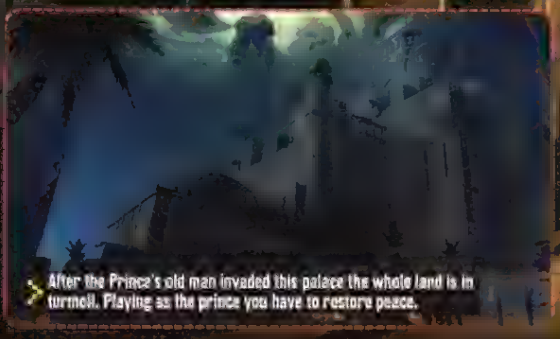
STOP PRESS! COLIN MCRAE RALLY 3 IS REVVING UP FOR RELEASE ON PC IN THE SUMMER.

PLATFORM PRINCE

Ubi Soft revive Prince!

One of the 16-bit era's biggest stars is set for (another) comeback. *The Prince of Persia* - is back with a multi-format adventure.

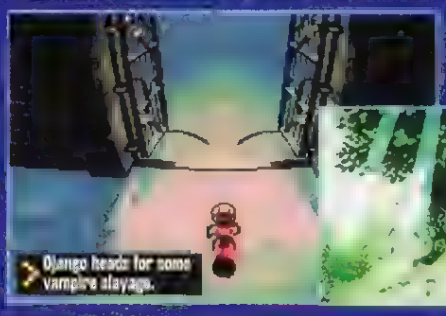
More interesting than the shattered hourglass is the fact it's being worked on by a) the people bel *Splinter Cell* and b) Jordan Mechner, the creator of the original game. Some folk reckon Lara Croft nicked her b moves from the 2D original released on every 16-bit goi back in 1991. Ubi Soft aren't telling us how the Prince is set to fight back. But they will as we run up to its PS2, Xbox, GC and PC release in late 2003.


After the Prince's old man invaded this palace the whole land is in turmoil. Playing as the prince you have to restore peace.

ALRIGHT MY SUN

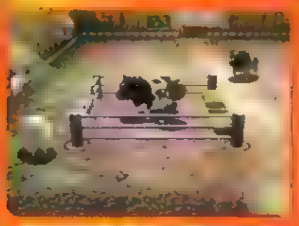
Kojima's lights up GBA!

The words 'light' and 'GBA' have found themselves in the same sentence plenty of times but never with 'Mr *Metal Gear* Hideo Kojima unveils light sensitive GBA RPG'. *Boktai* (or 'My Sun' in English) sounded head-troublingly different when we first told you about it a few issues back and these first shots aren't changing our minds. Playing a vampire hunter called Django the cart includes a light sensor and the game is influenced by the amount of light it picks up. How it's influenced hasn't been confirmed but these first shots and the undead theme could well mean, in classic vampire film stylee, you won't be looking forward to nightfall. More when we have it.


With its strange light sensitivity, *Boktai* is a very intriguing GBA game. And some.

Django heads for some vampire slayage.

SCANDAL MONGER



[illegible]

With an Ooo and, we reckon, an Arrr, Ubisoft have confirmed they're bringing the top Japanese farm-'em-up *Harvest Moon* to Europe for both GameCube and GBA. Due for an October release, this son/daughter of the soil sim has you growing crops, stroking, yes stroking, cows and keeping an eye out for potential wives/husbands. Wurzeltastic.

[illegible]

It's not exactly a surprise but Nintendo have now publically confirmed that they're working on a successor to the GBA and GBA SP. Nintendo of America Vice President Perrin Kaplan said so. Expect the whole handheld market to ramp up later this year with Nokia's N-Gage and rumored pocket sized announcements from Sony and Microsoft.

[illegible]

Capcom's classic coin-op old stager, most recently updated with the PS2's *Maximo*, is set for a surprising online comeback. Set for an E3 unveiling in May, Capcom are planning a MMORPG (you know Massively Multiplayer Online RPG) set in the underwear exposing *G'N'G* universe. More details soon.

[illegible]

Remember the bonus disc Ninty gave to people who preordered *The Legend of Zelda: The Wind Waker* in Japan? It featured N64 Classic, *Zelda: Ocarina of Time* and never released (but very similar) *Zelda: Ocarina of Time Master Quest* that was originally planned for Nintendo's ill fated 64DD add-on. It was A Very Good Thing. Even better, we're also set to get it in the UK, in the form of limited edition double disc set. If you've never played *Ocarina*, in particular, you'll need this so be sure to get one on the May 3rd release date. Be warned, it's only while stocks last.

LICENCE TO THRILL

GM plays Vivendi Universal's 2003 games!

Slicing off ears, gunning down tramps and a spot of tank lobbing. Just a few of the things GM got involved in at Vivendi Universal's games show in Berlin this month

We played all of Vivendi's stuff for 2003, but the show was dominated by some big licensed games. Biggest of all was *Hulk* (see preview, p 24) but we also played *X-Files*, *The Hobbit*, and *Judge Dredd Vs Judge Death*. We also viewed console shooter *Mace Griffin*, Xbox squad blaster, *SWAT* and PC Real Time Strategies *Ground Control 2* and *Homeworld 2*. The only real disappointment was that *Counter Strike: Condition Zero* wasn't fully playable. But for first impressions of all the other stuff, see below...

JUDGE DREDD VS JUDGE DEATH

FORMAT:.....PS2, PC OUT:.....NOV

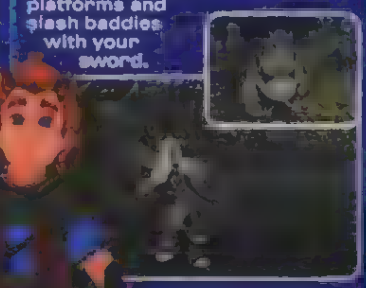
SWAT: GLOBAL STRIKE TEAM

FORMAT:.....XB OUT:.....MAY

THE HOBBIT

FORMAT:.....MULTI OUT:.....NOV

Playing as Bilbo Baggins in the prequel to *The Lord of The Rings* series, you leap around platforms and slash baddies with your sword.



▲ It's looking like a prettier version of *Fellowship of the Ring*.

X-FILES: RESIST OR SERVE

FORMAT:.....PS2, XB OUT:.....NOV

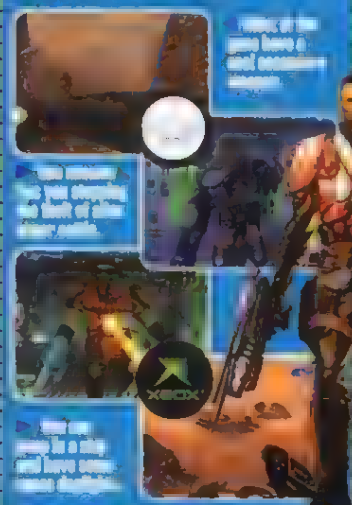
Mulder looks for signs of an alien invasion

▲ It's even got the same inventory system as *Resi*.

Resident Evil with Mulder and Scully. You can play as either of the two stars. Mulder is good for the action packed alien killing while Scully lops off ears in autopsies and solves puzzles.

MACE GRIFFIN: BOUNTY HUNTER

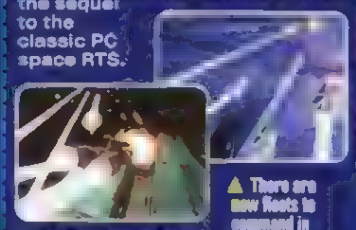
FORMAT:.....MULTI OUT:.....SUMMER



HOMEWORLD 2

FORMAT:.....PC OUT:.....WINTER 2003

You can now get stuck into some online multiplayer battles in this, the sequel to the classic PC space RTS.

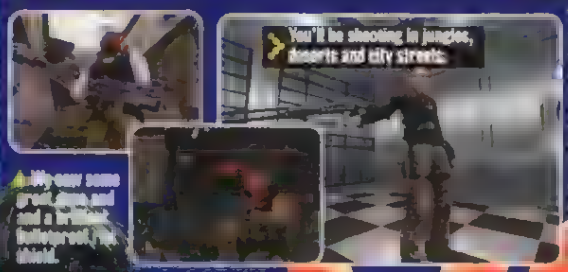


▲ There are new fleets to command in some full on space combat.

▲ An all new engine has been created for *HW 2* and it's looking stunning.

COUNTER STRIKE: CONDITION ZERO

FORMAT:.....PC OUT:.....SUMMER



You'll be shooting in jungles, deserts and city streets.

▲ We saw some great, dark and brilliant Tomorrow's War levels.

The sequel to the biggest online shooter includes 20 new single player mission which have you rescuing hostages, escorting VIPs, and getting involved in shootouts.

GROUND CONTROL 2

FORMAT:.....PC OUT:.....NOV 2003

Set 300 years after the original 3D RTS, you'll be playing as Jacob Angelus as he fights off an invasion on the planet Morningstar Prime. Expect tank and infantry battles.

▲ Command tanks and heavy artillery units as you fight the Terran army.

▲ The new drop-in multiplayer mode enables you to join a battle.

gamesradar.com

The interweb never stops, you know, so we set gamesradar.com's Oliver Hurley on the case to track down the what's hot on the net...

It's what thousands of sheepskin-wearing spreadsheet jockeys have been waiting for. Yes, Sports Interactive have at last released the playable demo of the *her-ugely* anticipated *Championship Manager 4*. Check out the preview on page 26 and then head straight to gamesradar.com's PC downloads section to try it out for yourself. You won't be disappointed. If footie sims aren't quite your bag though, we've plenty of other tasty downloads, with footage of fighting-driving hybrid *True Crime*, first-person shooter *Delta Force: Black Hawk Down* and even dinky GBA scrapper *Bruce Lee: Return of the Legends* (check out GM's preview on page 25).

Of course, by the time you read this, online console gaming will have finally kicked off with both Gamecube and Xbox broadband (and, in the case of the Cube, modem) services going live. We'll have the very latest news on each, from how successful the launches are to whether anyone really has got anything of use to say over those Xbox Communicators.

Plus, at the end of March, Nintendo's teeny new Game Boy Advance SP hits the UK. It sold out in one day in Japan – but will it do the same here? We'll have on-the-scene reports. In the meantime, to see just how cool it looks, take a look at the ultra-rare Japanese TV ads on our GBA section. Don't miss out – log on to gamesradar.com right now...

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Chris Sawyer

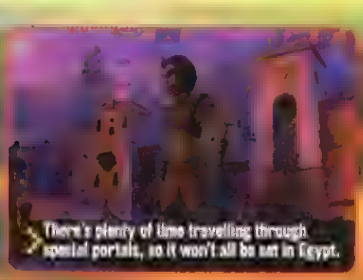
INFOGRAMES

SPHINX SCREENS

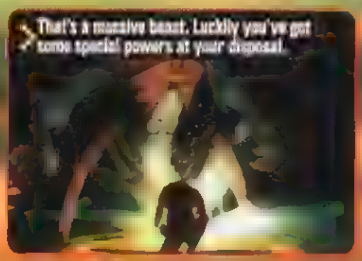
THQ's new Egyptian adventure

If you thought last month's Las Vegas showing was all THQ had to offer for 2003 you thought wrong. Not only are they busy laying the smacketh down with some new wrestling games (See 'Rassling Rumours p. 15), but they're also bringing us *Sphinx*, an all new adventure from the makers of *007: Nightfire*.

Set for release on the Cube, PS2 and GBA in Autumn 2003, this mystical adventure has you playing as Sphinx who is sent on a mission to find the stolen crowns of Egypt. Although your name is Sphinx, from these early shots is seems that you won't be playing as a big stone head. Instead it looks like you take control of a spock eared boy as you travel through time, use special powers and uncover dark secrets.



There's plenty of time travelling through special portals, so it won't all be set in Egypt.



That's a massive beast. Luckily you've got some special powers at your disposal.

JET LANDS ON P

First Rise of Honor screenage

Kung fu movie star Jet Li is making his PS2 debut in *Rise of Honor*, a kick ass action brawler from Sony.

But unusually *Rise of Honor* isn't based on a new film or anything like that. Instead Li approached Sony to make a game starring the martial arts master. Playing as Li lookalike Kit Run, *ROH* will have you travelling to America to avenge the death of your boss, Chiang. You have to save Chiang's daughter and smash people over the head with lobsters! Expect non-stop Hong Kong style acrobatic scrapping action as aside from hitting people with seafood, Li's character's boots run along walls, *Shinobi* style, lobs baddies through windows and give Jet's foes a good shoeing. No Euro release date has been confirmed, but *Rise of Honor* will hit the states in the Autumn.

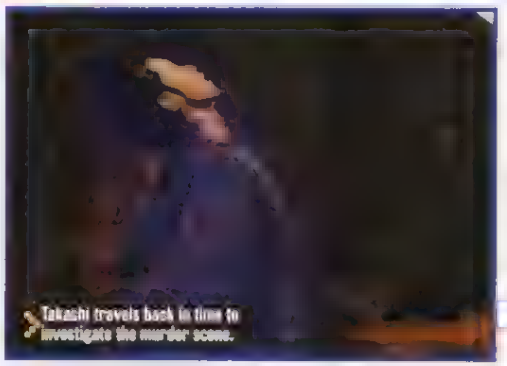
▲ The enemy have guns, but you'll have to rely on your martial arts skills.

▲ Look at his face! Jet Li's likeness has been captured perfectly.

▲ Li has tons of special moves. Useful for smashing in Chiang's killers.

FLOWER POWER

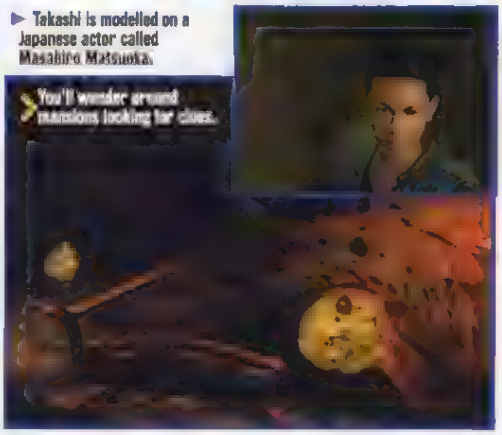
Capcom break their Glass Rose



Takashi travels back in time to investigate the murder scene.

Capcom's new PS2 adventure *Glass Rose* has you playing as rookie hack Takashi you get to travel through time to investigate a murder. It's no Midsomer Murders.

Rather than banging on the doors of the deceased, you'll be going to the crime scene to look for clues. Sounds like the usual investigative journo larks, but this crime is a bit different. The murder took place in 1929, so you'll be travelling back in time and using your peculiar heart reading skills to solve the mystery. From the creator of *Resi 0* and *Clock Tower 3*, this psychological thriller will be released in Japan in Autumn.



You'll wander around mansions looking for clues.

► Takashi is modelled on a Japanese actor called Masahiro Matsuoka.

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BACKYARD WRESTLING

Not the garden shears to the groin! Aargh!

Swanton off a 10-foot ladder? Yeah, Jeff, whatever. After you've seen *Backyard Wrestling* - a cross between *Jackass* and a Mick Foley match - the WWE isn't so impressive any more. Powerbombs onto drawing pins, moonsaults out of trees, piledrivers through fluorescent lights - if you aren't much cop at wrestling, just be ready to bleed a lot.

Backyard Wrestling, coming from Eidos, should do for wrestling stars like Josh Prohibition and MDogg 20 what shopping trolleys did for Steve O. Instead of fighting in a ring, you'll scrap across backyards, malls and mansions, using everything from barbed wire bats to patio furniture to hurt each other. If you're sick of the lack of claret in *SmackDown!*, you'll be pleased to hear that each character can suffer three levels of damage on their eighteen body parts, scaring up as they're smashed through tables or set on fire. There's even a special system that lets you do increasingly dangerous moves depending on how high up you are. Just don't try it at home.

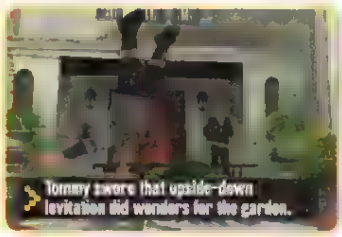
ATTACK OF THE CLOWNS

Unlike the Def Jam boys or Fred Durst, *BYW*'s guest stars can actually wrestle. The Insane Clown Posse have their own federation, Juggalo Championshi[p - Ed.] Wrestling, and have previously fought in the WWF, WCW and ECW. Shame there isn't a Create-A-Wrestler mode, or we could put them up against Eminem.

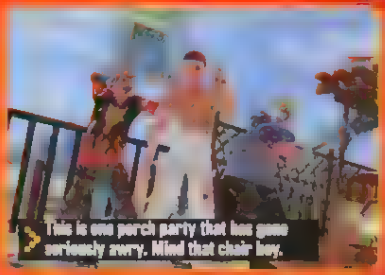
Unusually, The Insane Clown Posse actually look better as games characters.

YARD AS NAILS

You don't just have to look out for the wrestlers - each environment'll feature unique hazards. Try to get in the mansion, for instance, and a snooty butler'll clang you with a tea tray - or the crowds on the balcony might crack you in the head with a plant pot.



Tommy swore that upside-down levitation did wonders for the garden.



This is one porch party that has gone seriously awry. Mind that chair boy.

Now that's what I call a flying slam!

STOP PRESS! SONY'S EYE TOY CONFIRMED FOR A JUNE RELEASE

MOLYNEUX'S MOVIES!

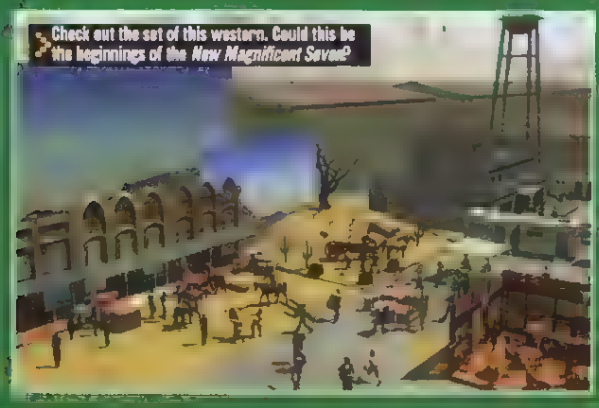
First shots of film studio sim! Lights! Camera! Donuts!

Okay, you may already own a film studio in *Vice City*, but in Peter Molyneux's new sim, *The Movies* you can actually build your own movie empire. You could be the new Steven Spielberg.

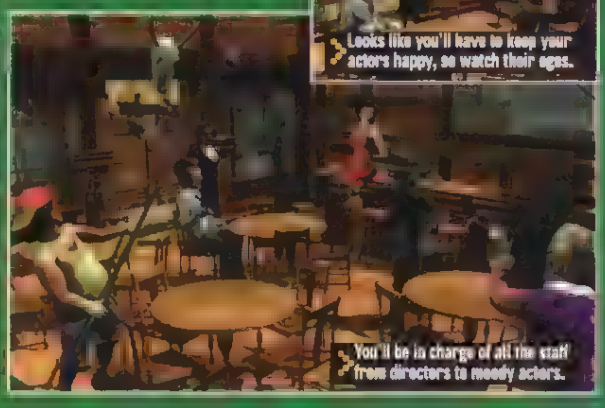
From the same mind that brought us classic God sims *Populous* and *Black & White*, it'll be out in 2004. From the off you'll be chucked in at the deep end as the owner of a Hollywood film studio. Starting in silent movie days of the 1920s, you can run the studio until the present day and into the future.

You'll be involved in every aspect of a film from choosing scripts to selecting directors and actors to watching the finished thing at the premier. You'll have to flash the cash to be the next George Lucas, but if you select the wrong script or actor your film could be a turkey. Come opening night it could be as nerve racking as watching your new signing in *Champ Manager*.

And this won't be the last we hear of *The Movies* as Activision have snapped up a long term deal for the sim, so expect sequels. And with *Fable*, *BC* and *Black & White 2* all on the way, this is going [illegible] man, Molyneux.



Check out the set of this western. Could this be the beginnings of the *New Magnificent Seven*?



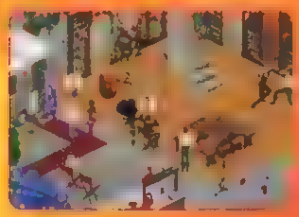
Looks like you'll have to keep your actors happy, so watch their ages.

You'll be in charge of all the staff from directors to moody actors.

SCANDAL MONGER

WANNA BE A SIM SUPERSTAR!

It's like *The Sims* mixed with *Pop idol*! Yes in the latest *Sims* expansion pack, *Sims Superstar*, you'll be trying to turn your sims into world famous rockstars, supermodels or movie stars. Out in May, you'll be signing agents and going the new Sim location Studio Town to schmooze with big bosses in music, movie and fashion world.



▲ Does this Bulletproof scene remind you?

FLYING HIGH

People moaning about another terminal at Heathrow? Hah, in *Airport Tycoon* you actually have to build your own international airport and manage the thing. You'll be trying to keep customers happy as terrorist threats and volcanic eruptions (No, really) delay flight times. No release date has been confirmed as yet, but it'll be out on PC before the end of the year.

DON'T SHOOT DUDE!

No, it's not a Royal Mail sim. Instead *Postal 2*, out in April is the sequel to the parent-worrying shooter *Postal*. Playing as Postal Dude, you can choose to be a pacifist or a mass killing machine. Be nice and you'll deal with characters who go gun-toting mental, or you could just go postal yourself and shoot everyone on the way to collect your paycheck.

▲ I only asked if you'd got any parcels for us...

RASSLING RUMOURS

Great rumours from the world of wrestling. The big story is that *WWE SmackDown! 5* will be unveiled at E3 in May. It'll probably be released in November, but we'll be in LA for the first hands on play and will bring you the latest screens as soon as we get 'em. And rumour also has it that they'll be announcing GameCube's *WWE Wrestlemania XIX* at the big scrapping event itself in March. We'll have all the latest shots and info for you next issue.

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

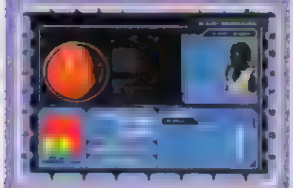
Software charts compiled by ChartTrack, ©2002 ELSPA (UK) Ltd.
www.elspa.com Words: Roy Delaney

UK TOP 20 GAMES CHART

ChartTrack — GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS			Weeks on chart
1	The Sims	The PS2 brings the world's famous life sim game to some starry people	PS2	EA	1	1	1	4
2	Mortal Kombat: Deadly Alliance	Get the map and bracket out – there's blood on everywhere	PS2,GBA,GC,XB	Midway	3	-	[illegible]	2
3	Command & Conquer: Generals	Is this a game or a documentary. The topical 'in' for sim	PC	EA	[illegible]	-	-	2
4	The Getaway	I got a bundle of these back in the back up pile. Funny a month	PS2	Sony	4	2	[illegible]	9
5	GTA: Vice City	Not heard as much of about this one. Is it over? What's it about	PS2	Rockstar	[illegible]	3	3	15
6	FIFA 2003	We're football crazy, football mad. Still. After all these months	PS2,PC,PS,GBA,GC,XB	EA	6	5	[illegible]	17
7	Crash Bandicoot: Wrath Of Cortex	Doing the world for almost exotic animals every yesterday	GC, PS2	Platinum	[illegible]	10	13	29
8	LOTR: The Two Towers	They now go for a walk with some jewellery. Get into strangers	PS2,GBA,GC,XB	EA	7	4	[illegible]	15
9	HP & The Philosopher's Stone	They're all a bit posh these wizards. Who pays for their schooling?	PS,PC,GBC,GBA	EA	[illegible]	9	10	41
10	Max Payne	Like an old mate turning up after a long journey. Max is back	XB,PS2,PC	Platinum	16	18	[illegible]	25
11	Dancing Stage Party Edition	Gaze upside your head, I said gaze upside your head. Really I am	PS	Konami	[illegible]	8	8	9
12	HP & The Chamber Of Secrets	I mean, it's a big place that Hogwarts. Must cost a mint to run	PS2,PC,PS,GBC,GBA,GC,XB	EA	12	11	[illegible]	14
13	James Bond 007: Nightfire	Nobody does it better. Makes us feel bad for the rest	PS2,GBA,GC,XB,PC	EA	[illegible]	12	11	19
14	Dancing Stage Euromix	We're not knocking them, but who's buying all these dance games?	PS	Konami	18	7	[illegible]	9
15	The Sims: Unleashed	Protect your's in an Kim in freezer with these tidbits they pick	PC	EA	-	-	19	13
16	IGI 2: Covert Strike	Great about hooked enemy base in this one looking 1943 story	PC	Codemasters	-	-	[illegible]	1
17	Sim City 4	Make sure to build the power station next to the Town Hall	PC	EA	17	13	7	6
18	Treasure Planet	Another game of another Disney update of another nice old story	PS2, PS, GBA	Disney	-	-	[illegible]	1
19	WWE SmackDown! SY Mouth	Long bodied chiny men bouncing about in tight clothes for money	PS2	THQ	[illegible]	16	15	14
20	Tony Hawk's Pro Skater 4	The old man is hanging on in the charts by his trunk nuts	PS2,GBA,GC,XB,PS	Activision	20	15	11	13

US CHARTS



US CHARTS

No.	Game	Format
1	GTA Vice City	PS2
2	C&C Generals	PC
3	Yu-Gi-Oh! Duelist Roses	GBA
4	Yu-Gi-Oh! Dice Masters	GBA
5	Master Of Orion 3	PC
6	Nascar Racing 2003 Season	PC
7	Crash B: Wrath Of Cortex	XB
8	The Getaway	PS2
9	Sims Deluxe Edition	PC
10	Battlefield 1942: Road Rome	PC

KITCHEN!

Digging in its heels for a long stint at the top. The staggered release dates ensure that fans of each console will keep it there or thereabouts for weeks to come. They're taking over the world I tell you. It's all a cruel plot...

Now when you deployed your own character we weren't expecting you to bite on the rubber sword! Well.

The sheet of floating bits got burnt easily and spread across the line. Immediately turned Rupert to the bones.

BITCHIN'!

Some blood-handed telly adverts plus a renewed thirst for old skool gaming has means that the grand old man of beat-'em-ups is bothering the top three. But will its creaky, aged knees be able to keep it up there for the long stint?

Poly concept of kicking and the weren't expecting that kop phone or turning back to come out of your chest.

Moments to Daisy, my opponent has come over all blue and glowing. Something like a moldy bread roll.

LICHEN!

It's amazing what a little bit of platinum can do for a boy. One day you're all washed up. Past your best. Resigned to living life on the back shelf. Then you get a new coat of shiny white metal and suddenly you're back in the charts.

Kill dreamed of but turning back into nasty nasty man. Oh, all this metal is crushing my eleven chest.

Oh Mikey. Who stuffed these wasp plugs down the ends of my barrels of smoking rags. That smarts proper.

JAPAN CHARTS

JAP CHARTS

No.	Game	Format
1	Dragon Ball Z: Budokai	PS2
2	Final Fantasy Tactics	GBA
3	Let's Make Pro Baseball Team	PS2
4	Anubis: Zone Of The Enders	PS2
5	Venus & Braves: Goddess	PS2
6	Metroid Fusion	GBA
7	LOTR: The Two Towers	PS2
8	Devil May Cry 2	PS2
9	Pokémon Sapphire	GBA
10	Pokémon Ruby	XB

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is so you can find out exactly what's on the horizon for your chosen format.

MARCH

3rd	INQUISITION	Wanadoo	NONE
4th	O.R.B. OFF WORLD RESOURCE BASE	Mindscape	NONE
7th	DR MUTO	Midway	NONE
7th	DR MUTO	Midway	NONE
7th	DR MUTO	Midway	NONE
7th	GI COMBAT: 1: BATTLE OF NORMANDY	Mindscape	NONE
7th	ICEWIND DALE II - COLLECTOR'S EDITION	Virgin	NONE
7th	MONSTERS, INC. SCREAM ARENA	THQ	NONE
7th	PHANTASY STAR ONLINE: EPISODE I & II	Infogrames	NONE
7th	RUGRATS: ROYAL RANSOM	THQ	NONE
7th	SHAUN MURRAY'S PRO WAKEBOARDER	Activision	NONE
7th	TENCHU: WRATH OF HEAVEN	Activision	NONE
7th	TOCA WORLD TOURING CARS	Ubi Soft	NONE
7th	TOEJAM & EARL III: MISSION TO EARTH	Sega	NONE
7th	TOM & JERRY: WAR OF THE WHISKERS	Ubi Soft	NONE
7th	ULTIMA ONLINE: AGE OF SHADOWS	EA	NONE
7th	VEXX	Acclaim	NONE
7th	VEXX	Acclaim	NONE
7th	VEXX	Acclaim	NONE
7th	VEXX	Acclaim	NONE
13th	FORMULA ONE	Ubi Soft	NONE
13th	SUPERCROSS 2002	Ubi Soft	NONE
14th	AIR COMBAT SIMULATION: LOCK ON	Ubi Soft	NONE
14th	ANNO 1503	EA	NONE
14th	APE ESCAPE 2	Namco	NONE
14th	BOMBERMAN MAX 2 BLUE	Vivendi	NONE
14th	BOMBERMAN MAX 2 RED	Vivendi	NONE
14th	DOA XTREME BEACH VOLLEYBALL	Tecmo	NONE
14th	DEFENDER	Midway	NONE
14th	DEFENDER	Midway	NONE
14th	DOWNTOWN RUN	Ubi Soft	NONE
14th	HOT WHEELS BASH ARENA	THQ	NONE
14th	MOTO GP ONLINE	THQ	NONE
14th	NICK ADVENTURE PACK	THQ	NONE
14th	PAC-MAN WORLD 2	Namco	NONE
14th	RAYMAN 3 HOODLUM HAVOC	Ubi Soft	NONE
14th	RAYMAN 3 HOODLUM HAVOC	Ubi Soft	NONE
14th	ROLLERCOASTER TYCOON	Infogrames	NONE
14th	SPONGEBOB SQUAREPANTS	THQ	NONE
14th	SUPER BUST-A-MOVE 2: ALL STARS	Ubi Soft	NONE
14th	THE LORD OF THE RINGS: TWO TOWERS	EA	NONE
14th	THE LORD OF THE RINGS: TWO TOWERS	EA	NONE
21st	BATTLEBOTS	THQ	NONE
21st	DOWNTOWN RUN	Ubi Soft	NONE
21st	GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubi Soft	NONE
21st	HAVEN: CALL OF THE KING	Midway	NONE
21st	HAVEN: CALL OF THE KING	Midway	NONE
21st	HIGHLAND WARRIORS	NovaLogic	NONE
21st	JURASSIC PARK: OPERATION GENESIS	Vivendi	NONE
21st	JURASSIC PARK: OPERATION GENESIS	Vivendi	NONE
21st	JURASSIC PARK: OPERATION GENESIS	Vivendi	NONE
21st	MACE GRIFFIN BOUNTY HUNTER	Vivendi	NONE
21st	MACE GRIFFIN BOUNTY HUNTER	Vivendi	NONE
21st	MACE GRIFFIN BOUNTY HUNTER	Vivendi	NONE
21st	MALICE	Vivendi	NONE
21st	MALICE	Vivendi	NONE
21st	METROID PRIME	Nintendo	NONE
21st	MR GOLF	Midas	NONE
21st	MX SUPERFLY	THQ	NONE
21st	PRIDE FIGHTING CHAMPIONSHIPS	THQ	NONE
21st	RAYMAN 3 HOODLUM HAVOC	Ubi Soft	NONE
21st	SHENMUE II	Sega	NONE
21st	SUMMONER: A GODDESS REBORN	THQ	NONE
21st	THE JUNGLE BOOK 2	Ubi Soft	NONE
21st	THE MARK OF KRI	Sony	NONE
21st	THE SUM OF ALL FEARS	Ubi Soft	NONE
21st	TOM CLANCY'S GHOST RECON	Ubi Soft	NONE
21st	RAINBOW SIX: RAVEN SHIELD	Ubi Soft	NONE
21st	VIETCONG	Take 2	NONE
27th	BATMAN GOTHAM CITY RACER	Ubi Soft	NONE
28th	BRATZ	Ubi Soft	NONE
28th	CHESSMASTER 9000	Ubi Soft	NONE
28th	DISNEY SPORTS BASKETBALL	Konami	NONE
28th	DISNEY SPORTS BASKETBALL	Konami	NONE
28th	DRAGON'S LAIR 3D	Ubi Soft	NONE
28th	EVOLUTION SNOWBOARDING	Konami	NONE
28th	EVOLUTION SNOWBOARDING	Konami	NONE
28th	GALLEON	Virgin	NONE
28th	GALLEON	Virgin	NONE
28th	INTERNATIONAL SUPERSTAR SOCCER 3	Konami	NONE
28th	JAMES BOND 007: NIGHTFIRE	EA	NONE
28th	LIONHEART	Virgin	NONE
28th	METAL GEAR SOLID 2 SUBSTANCE	Konami	NONE
28th	NINJA FIVE-O	Konami	NONE
28th	RTX RED ROCK	LucasArts	NONE
28th	V-RALLY 3	Infogrames	NONE
28th	STAR WARS: THE CLONE WARS	LucasArts	NONE
28th	STEEL BATTALION	Microsoft	NONE
28th	SYBERIA	Vivendi	NONE
28th	ZELDA: A LINK TO THE PAST	Nintendo	NONE
28th	THE LOST VIKINGS	Vivendi	NONE
28th	THE SIMS	EA	NONE
28th	TOM CLANCY'S SPLINTER CELL	Ubi Soft	NONE
TBC	BATMAN - DARK TOMORROW	Kemco	NONE
TBC	BRUCE LEE: RETURN OF THE LEGEND	Vivendi	NONE
TBC	SUMMONER: A GODDESS REBORN	THQ	NONE
TBC	CASINO, INC.	Konami	NONE
TBC	CHAMPIONSHIP MANAGER 4	Eidos	NONE
TBC	DARKENED SKYE	Oxygen	NONE
TBC	DDRMAX DANCE DANCE REVOLUTION	Konami	NONE
TBC	GALERIANS: ASH	Sammy	NONE
TBC	HORSE RACING MANAGER	Bigben	NONE
TBC	PHANTASY STAR CHRONICLES	Infogrames	NONE
TBC	SOCOM: US NAVY SEALS	Sony	NONE
TBC	SUPER MONKEY BALL JR.	Infogrames	NONE

APRIL

4th	BRATZ	Ubi Soft	NONE
4th	RUGRATS: ROYAL RANSOM	THQ	NONE
4th	THE SIMS	EA	NONE
4th	VIP	Ubi Soft	NONE
10th	NBA 2002	Ubi Soft	NONE
11th	DEF JAM VENDETTA	EA	NONE
11th	FREELANCER	Microsoft	NONE
11th	HUGO - BLACK DIAMOND FEVER	ITE Media	NONE
11th	PRIMAL	Sony	NONE
11th	RESTAURANT EMPIRE	Mobilis	NONE
18th	DROME RACERS	Lego	NONE
18th	WAR OF THE MONSTERS	Sony	NONE
18th	X-MEN: WOLVERINE'S REVENGE	Activision	NONE
18th	X-MEN: WOLVERINE'S REVENGE	Activision	NONE
18th	X-MEN: WOLVERINE'S REVENGE	Activision	NONE
18th	X-MEN: WOLVERINE'S REVENGE	Activision	NONE
18th	X-MEN: WOLVERINE'S REVENGE	Activision	NONE
24th	CSI: CRIME SCENE INVESTIGATION	Ubi Soft	NONE
24th	LARRY BOND'S HARPOON 4	Ubi Soft	NONE
25th	DRAGON'S LAIR 3D	Activision	NONE
TBC	BATTLEBOTS	Vivendi	NONE
TBC	BLITZKRIEG	CDV	NONE
TBC	BLOODRAYNE	Vivendi	NONE
TBC	BLOODRAYNE	Vivendi	NONE
TBC	BLOODRAYNE	Vivendi	NONE
TBC	BLOODRAYNE	Vivendi	NONE
TBC	FIGHTING FURY	Midas	NONE
TBC	METAL GEAR SOLID 2 SUBSTANCE	Konami	NONE
TBC	METAL GEAR SOLID 2 SUBSTANCE	Konami	NONE
TBC	RED FACTION II	THQ	NONE
TBC	RED FACTION II	THQ	NONE
TBC	STARSKY & HUTCH	Empire	NONE
TBC	STARSKY & HUTCH	Empire	NONE
TBC	STARSKY & HUTCH	Empire	NONE
TBC	TOP ANGLER	Xicat	NONE
TBC	WWE CRUSH HOUR	THQ	NONE
TBC	WWE CRUSH HOUR	THQ	NONE
TBC	YAGER	THQ	NONE
TBC	YU-GI-OH! DUELISTS OF THE ROSES	Konami	NONE
TBC	YU-GI-OH! DUNGEON DICE MONSTERS	Konami	NONE
TBC	YU-GI-OH! THE ETERNAL DUELIST SOUL	Konami	NONE
TBC	YU-GI-OH! WORLDWIDE EDITION	Konami	NONE

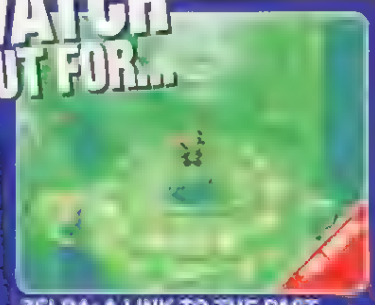
MAY

2nd	CASTLEWEEN	Wanadoo	NONE
2nd	CASTLEWEEN	Wanadoo	NONE
2nd	MEDIEVAL: TOTAL WAR - VIKING INVASION	Activision	NONE
2nd	RISE OF NATIONS	Microsoft	NONE
3rd	THE LEGEND OF ZELDA: THE WIND WAKER	Nintendo	NONE
9th	GALIDOR: DEFENDERS OUTER DIMENSION	Lego	NONE
9th	NBA STREET VOL 2	EA	NONE
9th	NBA STREET VOL 2	EA	NONE
9th	NBA STREET VOL 2	EA	NONE
16th	DEF JAM VENDETTA	EA	NONE
16th	GRAND THEFT AUTO: VICE CITY	Rockstar	NONE
16th	LOST KINGDOMS II	Activision	NONE
16th	RYGAR	Wanadoo	NONE
16th	SHINOBI	Sony	NONE
23rd	STAR TREK: ELITE FORCE II	Activision	NONE
23rd	THE SIMS SUPERSTAR	EA	NONE
23rd	PRO BEACH SOCCER	Wanadoo	NONE
23rd	PRO BEACH SOCCER	Wanadoo	NONE
23rd	PRO BEACH SOCCER	Wanadoo	NONE
23rd	PRO BEACH SOCCER	Wanadoo	NONE
30th	NEXT GENERATION TENNIS 2003	Wanadoo	NONE
30th	NEXT GENERATION TENNIS 2003	Wanadoo	NONE
TBC	COLIN MCRAE RALLY 3	Codemasters	NONE
TBC	ENTER THE MATRIX	Infogrames	NONE
TBC	SEGA ARCADE GALLERY	Infogrames	NONE
TBC	SHREK SUPER PARTY	TDK	NONE

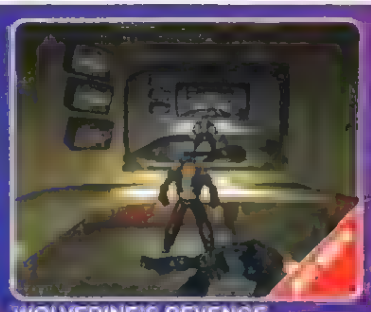
JUNE

6th	SHAUN MURRAY'S PRO WAKEBOARDER	Activision	NONE
6th	SHAUN MURRAY'S PRO WAKEBOARDER	Activision	NONE
6th	SHAUN MURRAY'S PRO WAKEBOARDER	Activision	NONE
27th	REEL FISHING 3	Ubi Soft	NONE
TBC	HULK	Vivendi	NONE
TBC	HULK	Vivendi	NONE
TBC	HULK	Vivendi	NONE
TBC	HULK	Vivendi	NONE
TBC	HULK	Vivendi	NONE
TBC	WARIO WORLD	Nintendo	NONE
TBC	WWE RAW 2: RUTHLESS AGGRESSION	THQ	NONE

WATCH OUT FOR...



ZELDA: A LINK TO THE PAST
An historic spot of SNES joy plus an all-new bit of multiplayer linkage.



WOLVERINE'S REVENGE
Those adamantium claws are just bursting for some quality slashing.

MARIO WORLD
All his game here but will this humble old bird not have passed away?

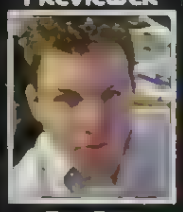
DEUS EX 2
A great sequel to the original, promising a rocking story and the best FPS game.

p.22

ENTER THE MATRIX
You can't touch this - it's bullet time. Not quite the game of the film, but this nifty looking aside looks like it might be one of the year's big sellers.

OUT: APRIL 18TH | FORMAT: PS2, XB, GC | PRICE: £40 | DEVELOPER: GENE POOL | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, GBA | CALL: 01753 756 100 | PLAYERS: 1

PREVIEWER



Tom East

Factpack
The stuff you need to know...

Acts	6
Levels	36
Special Moves	50+
Unique Enemies	6+

X2 Wolverine's Revenge

A virus has been activated and you've been given 48 hours to live. Nervous? Well, just don't bite your nails...

With sideys that make Brad Pitt's facial hair look like burnfuff, a receding hairline and his pants tucked away inside his trousers, Wolverine isn't your average superhero.

And after our latest play of *X-2: Wolverine's Revenge* - cunningly timed for release two weeks before the release of the new *X-Men* film - this doesn't look like an average superhero romp either. Whilst Spidey just rushes through buildings beating up baddies Mr Rine sneaks around buildings...and then beats up baddies!

Okay, with everyone from Sam Fisher to Harry bleeding Potter getting involved in some stealth service it's nothing new, but here not only do you need to sneak to survive, you need to creep to grab an enemy by the throat and skewer him through the neck with your hefty claws.

Softography
These guys have also made...
This is Gene Pool's first game

COPTER BIG ONE

Stealth is linked to the special moves, so if you go in all claws slashing not only will you get a couple of hefty helicopter missiles up your hairy behind, but you won't get to use any one of over fifty special claw slashing combos earned through some sneaky skills.

For preview purposes we played the PS2 version of the game, but rest assured *Wolverine's Revenge* is exactly the same on Xbox, Cube and PC. Not even the slightest variation. So no matter what machine you own you can slash the crap out of Sabretooth, Wendigo, Juggernaut, Omega Red, and Magneto when the game is released bang in the middle of the Easter hols.

> "...if you go in all **claws slashing** you'll get a couple of **helicopter** missiles up your **hairy behind**..."

CHAMP MANAGER 4
More players, better training options - this time you can actually watch your players about their craft - albeit in the shape of tiny coloured dots.

TOMB RAIDER: TWO
She's been dragging her heels a tiny bit, but we've managed to get another good look at the all new *Raider* - and it looks as though it could be the best yet.

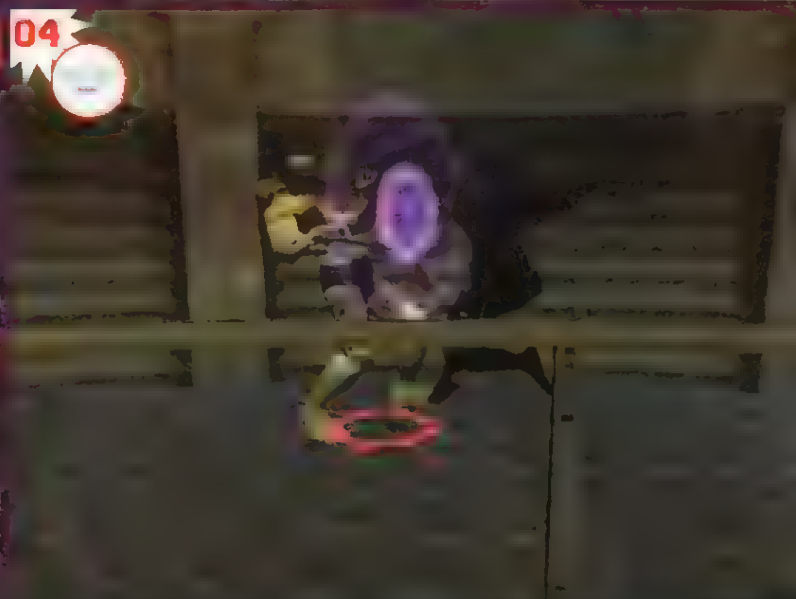
PLUS!

HULK 24
WWE CRUSH HOUR 28
MOTO GP 2 32
FIRE WARRIOR 34
DEF JAM VENDETTA 38
WWE RAW 2 41

01

02

03



04

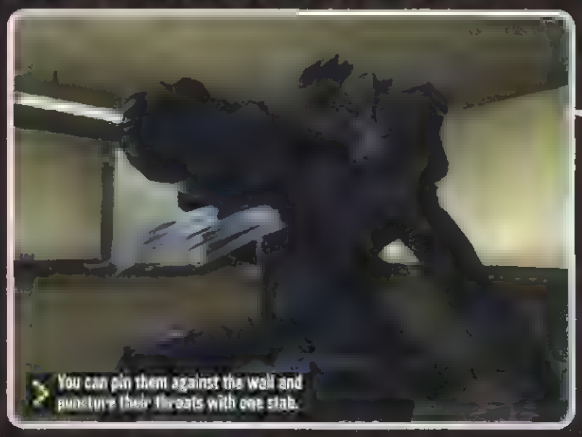
01 You've only got 48 hours to stop the virus, but you can't just run through the levels. Instead sneak up behind enemies and take 'em out quietly. 02 Get hit when you've got your claws out and you won't be able to use your healing powers. Best kill him first time then. 03 One stab is enough to kill most enemies. It'll be a different story when you go head to head with Juggernaut. 04 You can do sliding attacks to get geezers carrying shields.

Does My Bum Look Big In This?

Stick Your Claw In

Claws of Defeat

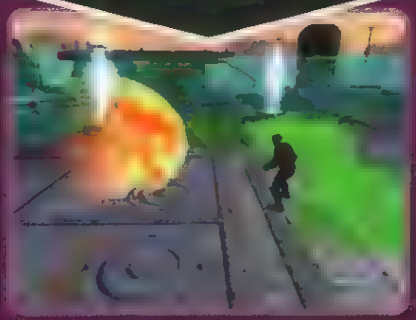
One flick of the one foot long adamantium claws is enough to alert the guards. Instead sneak up to one, pick him up, then flick out the claws for instant death.



You can pin them against the wall and puncture their throats with one stab.

Rolling Like A Juggernaut

Here Wolverine has to claw the 900lb monster by himself. With Logan standing at a diddly 5ft 3 taking on the 6ft 10 Juggernaut, it's like putting little Prince Naseem up against the hulking great Lennox Lewis. So unfair.



Take Control

It's not all stealth 'n' slashing. You'll also get to control a giant robot and you can park your ass behind a blasting gun turret.

Logan looks like a computer to control the robot. He's not all brawn.

Fight To The Death

Wolverine is not the only mutant out for revenge. Lady Deathstrike thought Logan nicked her Dad's plans for adamantium claws and turned herself into a ten clawed cyborg to take on Wolverine. She turns up here and you've only got ten minutes to escape. Leg it Logan 'cos she's on your case.

There's only a minute left. Fail and you won't be able to stop the virus.

This is one of the boss battles we played and it had us climbing up ladders trying to avoid Deathstrike.

They say it's quality not quantity, but we'd rather have 10 adamantium claws like Lady Deathstrike. Oh well six will do.

Solid Sneak

Wolverine perfects his *Metal Gear* style sneaky mullet skills.

Wolverine's doing the same back to the wall move as Harry Potter...

What's wrong with a running bomb? Wolverine dives slow first for the enemy.

Make a noise and I'll stick one of these where the sun don't shine.

Vision On!

He's got Snake Solid's sneaking skills and now Wolverine's has some see-through-walls style specs. Slip 'em on and you can see hidden mines and lasers.

Without those goggles, Wolvy would get killed by the lasers.

You can also spot these mines. The infra red effect isn't as good as *Splinter Cell's*.

For some reason enemies leave a green gas behind when you've got the goggles on.

These goggles are great for tracking enemy's footprints.

Plane Down!

This is the best level we played. After surviving a plane crash you have to take on an entire army of mutant killers and a helicopter. But keep quiet because if you make a noise and you die.

The plane is down and you're injured. Where's a medi-pak when you need one?

Get your claws out and the enemy soldier will hear you and gun you down.

Rage Against The Wolverine

Like in *Hulk*, you have a rage meter. Stay stealthy and it won't go up, but when you get angry it'll max out and you'll plough through the enemy. But you'll attract loads of attention.

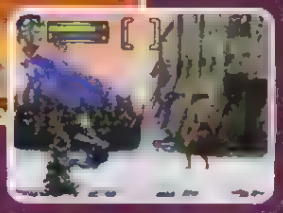
The empty bar is your rage meter. Crouch behind buildings and stay out of trouble and you'll be okay.

It shouldn't really matter if your rage meter fills up in a boss battle as you don't need to be sneaky.

Wolverine Advances

Wolverine slips on his old comic book clothes for a side scrolling slapper on Game Boy Advance. The good news is that it's by those top quality *Tony Hawk's* GBA developers Vicarious Visions, so it should be good.

Unlike on the console or PS version, Wolverine can use his claws to climb up walls.



He may not be stealthy on GBA, but the lad still has some claws special moves. Watch him go...

Scrap With Sabertooth!

Another boss battle we played had us taking on the pointy-gnashered Sabertooth in a burning arena. Despite all his furry bits, he heals quickly, but gets angry when you lob him in the flames. (As you would, really). Then when he chucks barrels at your head you have to volley them back with your claws. Boof bang!

They're powerful killing tools, but you won't feel very quickly when you've got your claws out.

You're meant to chuck Sabertooth into the flames, not the other way around. Now do it proper next time.

Even if you defeat Sabertooth here, he'll survive and pop up later on for another bout.

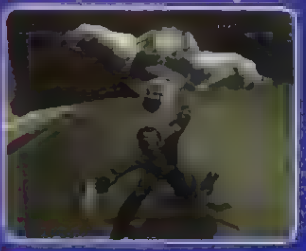
First Impressions

Get Your Claws Into This One

Although *Wolverine's Revenge* is out at the same time as the movie and has you playing out some of X-2's scenes, Marvel man Larry Hama has written a whole new Wolverine story. This isn't just another game of a film. It's the ultimate Wolverine experience.

The first level, set in the 60s, is just for comic book fans with Wolverine looking exactly as he did in the early comics, except his bits aren't on show. It's straight into action from the off as he locks onto three guards, spins through the air like a hard Billy Elliot and stabs them through the neck. But after the action it's time to get stuck into some stealth.

This is proper stealth too not just walking like you need a dump. One ker-ching of metal claws will alert the guards. Instead we had to prowl towards the enemy, grab their ankles, before giving them a good clawing. Then using some special sense goggles you can see where the next set of guards are. There are many different ways of getting through the 36 levels and with some superb stealth action mixed with some hardcore claw beatings, this could be one of the surprise hits of the year.



GOOD COP / BAD COP

The stealthy sneaking and hidden secrets should make *Wolverine's Revenge* a *Spider-Man* beater.

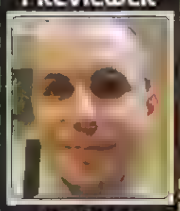
Slip on Wolverine's infra red sense specs and the visuals aren't up there with *Splinter Cell's* special effects.

WHERE IT'S AT

Supposed to come out two weeks before the film, but the word on the street is that it may slip by one week.

OUT: MAY 15TH | **FORMAT:** PS2 | **PRICE:** £35 | **DEVELOPER:** SHINY | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, PC, GC | **CALL:** 0208 222 9700 | **PLAYERS:** 1

PREVIEWER



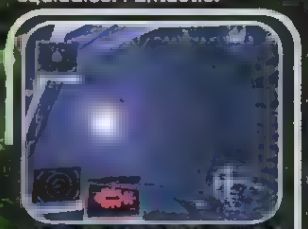
Joel Snape

There are some stealth 'elements' but the game's mostly about shooting a lot.

Enter The Matrix

Squids In

Niobe's ship is much faster and smaller than the Nebuchadnezzar, so it can fit down the maintenance tunnels used by the squiddies. Fantastic!



If you're playing as Niobe, you'll pilot – Ghost does the shooting.

The toughest bit seems to be dodging catwalks – a bit like *Rogue Squadron*.

And, of course, you'll get to use that Sentinel-wrecking EMP blast. Kaboshi.

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE

Follow us, as we explore the **biggest movie licence** of the year. Just imagine we're a **white rabbit**...

Morpheus swinging a katana, Trinity taking on dread-locked twins, Neo fighting a hundred Agent Smiths and flying through New York at 3000 miles an hour - for fans of stylish violence and cool leather jackets, it's going to be the best year ever.

The Matrix Reloaded - due in May - ends on a cliffhanger that'll have you gasping for December and *Matrix Revolutions*. Bridging the gap comes *Enter The Matrix*, which runs alongside both films - written by the Wachowski brothers to explain how and why events happen in the last time we saw the game, we've had the chance to see new sections where Niobe stakes bad guys like a vamp slayer.

STAND BACK

Hand to hand combat seems fairly basic, but it's all about positioning. Stand between two opponents and you'll automatically kick the one behind you while you slap the one in front. Stand near a ledge and you'll be able to jump off it for a higher kick. The basic graphics are being done on PS2 - they're the ropiest looking shots on this page - but it's being made to take advantage of the strengths of each system.

Softography

These guys have also made.

Earthworm Jim	67%
Pac Man All Stars	38%
Monopoly 2003	58%
UEFA Challenge	42%

Enter The Matrix looks aimed at hardcore fans of the films rather than diehard gamers, but it's sure to be a hit when people stream out of cinemas [illegible] for more. [illegible] Why [illegible]

Trident Unknown

No idea who this chap is, but check out the trailers at www.thematrix.com, and you'll see him taking on Neo with a massive three-pronged spear. Blimey!

He looks nails, even if he's getting his head kicked in here.

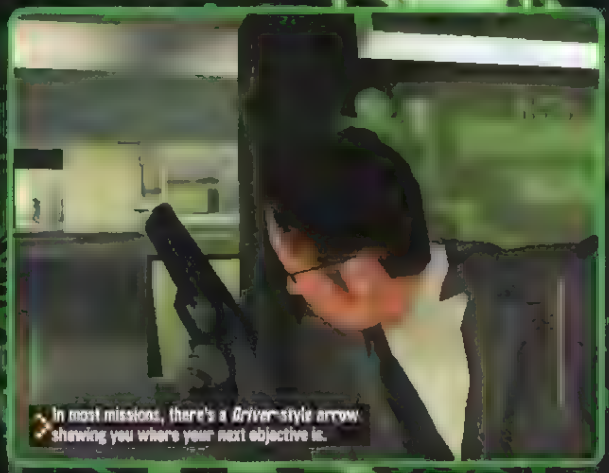
And if he can fight Neo alone, he's bound to be a bit special.

> "...stand between **two opponents** and you'll **kick** the one behind you, while you **slap the one in front...**"

Factpack

The stuff you need to know.

Guns	20+
Playable Characters	2
Script	260 pages
Bullets	Thousands



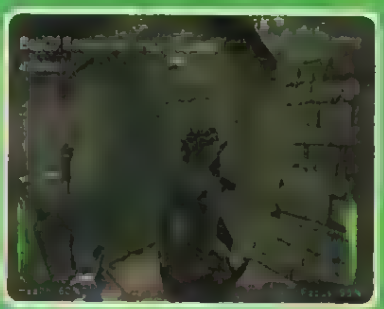
In most missions, there's a *Driver*-style arrow showing you where your next objective is.

Snap, Crackle & Pop

The kung-fu system's similar to *SmackDown!*'s. You get up close to a hapless guard, you press the attack button and a direction, you suddenly fly into an elaborate move and wrench his arm out of its socket – or hoof him in the nose, depending on which combat style you've picked. Wallop! Good quality hurtage to be had for sure.

Just hammering the kick button is enough to unleash a volley of brutality at the nearest rozzer.

Bouncing off the walls gives you the advantage against opponents who counter normal attacks.



Disarm an opponent, and you'll be able to use their gun against them. We like the sound of that, oh yes.

Concentrate

As the game starts, your focus bar – used to pull off huge jumps, wall runs and bullet time – automatically refills 33% of the way, but you'll have to fill the rest by doing combos. As you get more confident, though, its default setting gets higher and higher – until you're almost as hard as Neo.

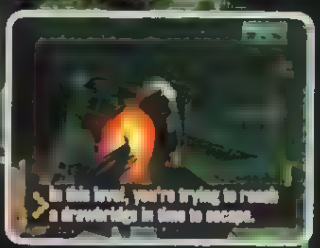
Run at a wall using focus, and you'll sprint up it at the angle you hit.

The bullet time lock-on system is more like *Dead To Rights* than *Max Payne*.

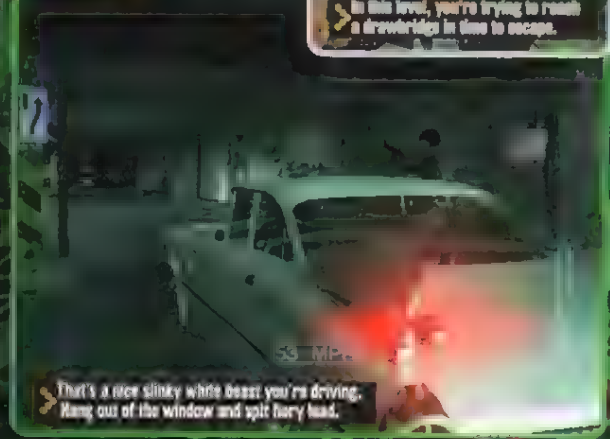
Put Your Foot Down

"You said never go on the freeway" says Trinity in *Reloaded* "You said it was suicide." Well, it might be, but when you're trying to get humanity's last hope to a hardline, there's no choice but to put pedal to the metal.

Hit the Shoot button, and Ghost neatly blows tires at nearby enemies.



In this level, you're trying to reach a drawbridge in time to escape.

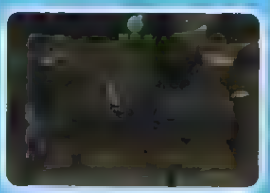


That's a nice slinky white beast you're driving. Hang out of the window and spit fiery lead.

You Swat!

Just like in the film, some enemies are tougher than others. Lowest on the scale are police grunts, who'll dampen their fatigues the first time they see you do something superhuman. Higher on the scale come SWAT teamers, who'll surround you and cover each other, as seen in the amazing hallway shootout.

These saps'll cork their shorts and run for it in a minute.

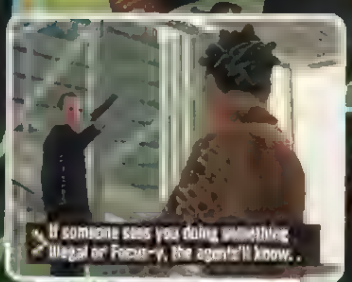


But the SWATs are made of sterner stuff, and gang up on you.

Humanity Is A Virus...

...Meet the cuss. The first time you encounter an agent in the game, you'll be lying on the ground with a gun to your head. It'll take a lot of [illegible] (and running away) before you can take them head on. Get in there sunshine.

Then they'll be able to possess the body of anyone nearby. Best kill the lot, then.



If someone sees you doing something illegal or Focus-y, the agents'll know.

And they can dodge bullets, or just kick your leather-clad ass all over the room.

First Impressions

Number One With A Bullet

Jiu-jitsu? I'm going to learn jiu-jitsu! Well, hopefully. Throughout the game, you'll be able to upgrade your character by 'hacking' your memory card. It's unclear exactly how, but producer Dave Perry's hinted that it'll [illegible]

[illegible] never used them before.

GOOD COP / BAD COP

Cartwheeling off walls with an Apache Zen Buddhist samurai, firing an M-16? How can that not be loads of fun?

Hacking, fighting, exploration, shooting and driving? Sounds like Shiny might be spreading the love a bit thin.

WHERE IT'S AT

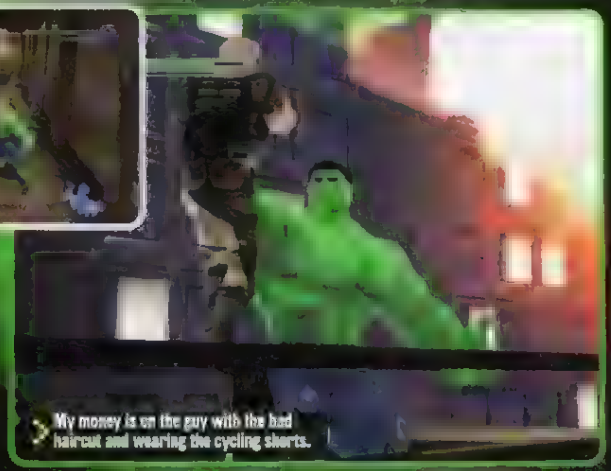
Infogrames are doing everything in their power to get a multi-format release on the same day as the film.

OUT: MAY	FORMAT: PS2	DEVELOPER: UNIVERSAL	SPECIAL FEATURES: NONE	CALL: 0118 920 9100
	PRICE: £40	PUBLISHER: VIVENDI	OTHER FORMATS: GBA, GC, XB	PLAYERS: 1

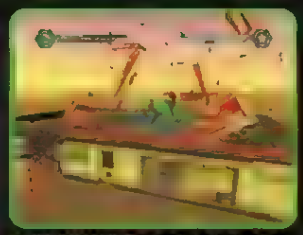
PREVIEWER

Dave Harrison

Not only does the Hulk have super-human strength, but he can leap like a big green salmon.



My money is on the guy with the bad haircut and wearing the cycling shorts.



HULK SMASH! The outright destruction of the Hulk levels are the complete opposite of the softly, softly Banner levels.

Now this is how we like to see the Hulk – up against the Army, using the tanks gun barrel to swing it over the horizon.

Hulk

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDAT

Hulk Smash! He's green, he's shirtless and you wouldn't like him when he throws his toys out of his pram!

Anyone would think Hollywood was run by a group of comics fanboys as it seems that every other new movie release features a Marvel superhero.

We've had *X-Men*, *Spider-Man*, *DareDevil* – and along with each big screen adaptation comes a small screen interactive spin-off. Now it's the time of the off-colour tantrum thrower – the lovely old Incredible Hulk.

The film due out this summer is being directed by *Crouching Tiger* director Ang Lee (you wouldn't like him when he's...) and features a CGI green meanie.

Softography

Those guys have also made...

Crash Bandicoot 2 (GBA)	64%
The Scorpion King	48%
Spyro: Enter the Dragonfly	71%
Jurassic Park: Op. Genesis	38%

BIG GREENIE

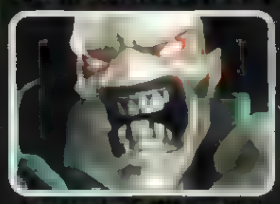
But the only pixillated monster we're concerned with is coming from *The Thing* publisher Vivendi, who've bagged the rights for what could be one of the most explosive games of the year.

As the game is so tightly tied in with the film, everyone's being tight lipped with the details, but fortunately we've manage to catch the game in action and were particularly impressed with the developer's approach. Rather than making a predictable Hulk-Smash adventure, they've split the action between the two sides of superhero's persona. So gamers will get to punch through walls, toss tanks and pummel powerplants as the Hulk, but long suffering alter-ego Bruce Banner also has his own sections. As the tormented drifter lacks any particular super skills (apart from being an expert in gamma radiation) he has to creep around *Prisoner of War* style to keep out of danger. This contrast between all out rage and timid sneaking means that this could be one of the more satisfying and thoughtful movie licences since *Rocky*. And comparisons don't come much more favourably than that.

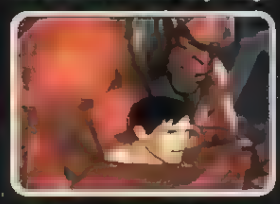
> "...they've split the action **between** the two sides of the **Hulk's** persona..."

Alright-Villains

There's also news on the inclusion of A-list super-villains like Absorbing Man or Abomination, the developers have definitely roped in the services of Leader employee Half-Life and Banner wannabe Madman as the boss characters. They're not the most well known, but they're a couple of the ugliest. Just look at them...



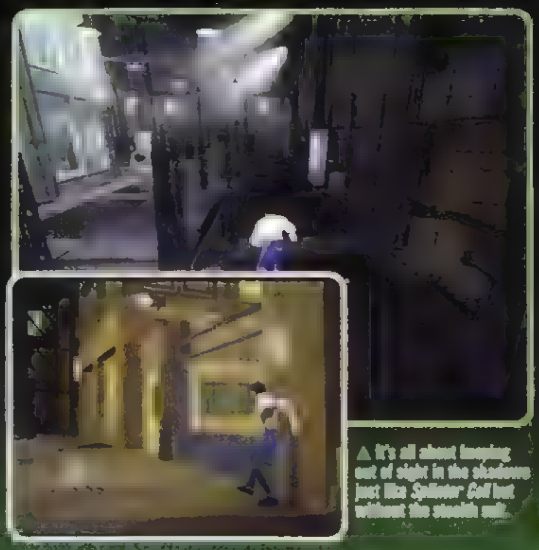
Real name Anthony Masterson, Half Life used to be a English teacher with a wife called Barbara. How things change.



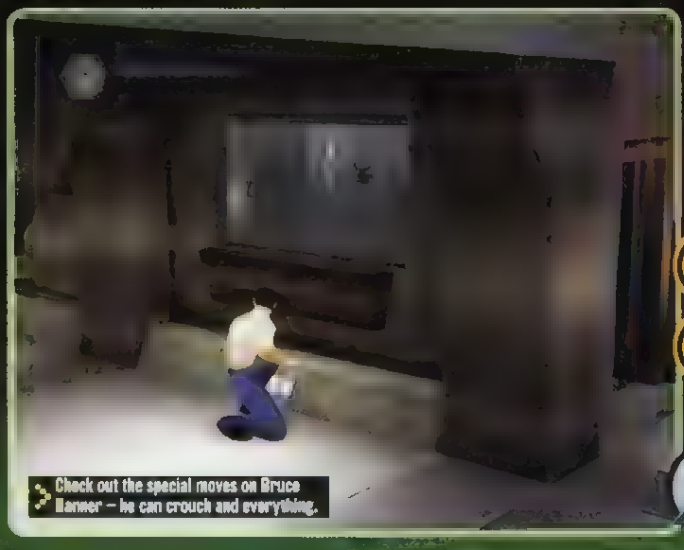
Phil Stern was a science student who exposed himself to gamma radiation so he could become just like Bruce Banner.

Bruce Brain

Unlike many super-hero games, this one gets the non-super alter ego involved in the action. This is because it's always Bruce Banner that sets off on missions only to get in scrapes that force him to unleash the inner greenie. In one part of the game Banner actually has to break into San Fran Ober prison Alcatraz. Yes that's 'into'.



It's all about keeping out of sight in the shadows just like *Splinter Cell* but without the stealth suit.



Check out the special moves on Bruce Banner – he can crouch and everything.

GOOD COP > BAD COP

☺ It's 3D levels of Hulk mayhem mixed with a little more restraint thanks to the Bruce Banner sections.

☹ Might descend into a poor 3D beat-'em-up like *Minority Report* and *Dark Angel* did. Fingers crossed it won't.

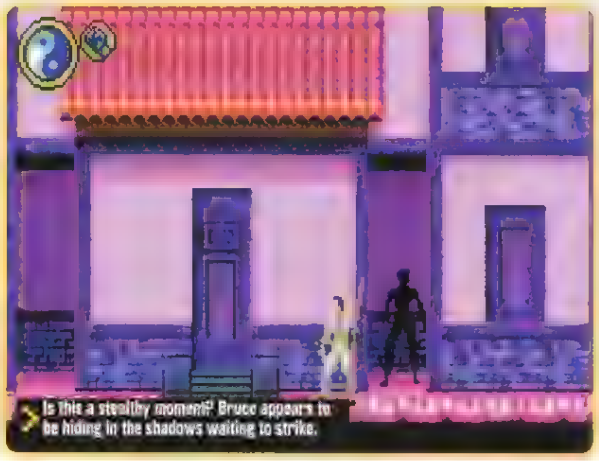
WHERE IT'S AT

It's out relatively soon so we'll watch with interest as the game develops. More soon.

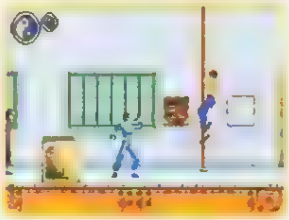
GAME BOY ADVANCE

OUT: APRIL | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** VICARIOUS VISIONS | **PUBLISHER:** VIVENDI UNIVERSAL | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0118 920 9100 | **PLAYERS:** 1

Bruce Lee is meant to be Hai Feng, a martial arts student who must kill the assassin of his master.



Is this a stealthy moment? Bruce appears to be hiding in the shadows waiting to strike.



▲ Bruce has got the yellow key. Deck this bloke and you can unlock the next section.

▲ Get your combos going and you can unleash the fists of fury on some evil git.

Bruce Lee: Return of the Legend

The Martial arts **master** brings his **big stick** to the **small screen...**

The assassin's evil army carry bo staff's too. Give him a kicking.

PREVIEWER: Thomas

After his truly shocking Xbox debut, you'd be forgiven for not wanting this legend to return, ever. But along with *Hulk*, Bruce Lee's GBA scrapper was one of the best games we played at Vivendi Universal's games show in Berlin this month.

Forget your fancy 3D fighting for a sec cos this is Bruce Lee in classic old skool side scrolling scrappage duty. The level we played had us bashing baddies, finding hidden keys and bashing more baddies. Sounds easy, but there are over 50 special moves crammed into the four buttons. And the good news is they're all available from the off, so you'll be wall jumping and trying out some roundhouses and leg sweeps in the first level. Throw in some face breaking weapons like the great Bo staff and this looks like another GBA hit from the makers of *Tony Hawk's 2* on GBA.

GOOD COP

We are told that it will be a lot trickier than *Bruce Lee* on Xbox. So you won't be able to blast through it using one move.

BAD COP

The constant side scrolling beatings may get a bit repetitive after a while. Still, it'll fairly take you back to the old days.

WHERE IT'S AT

We only played a couple of levels, but *Return of the King* is looking finished. Expect to be slapping baddies in April.

OUT: AUTUMN 2003 | **FORMAT:** GC | **PRICE:** TBA | **DEVELOPER:** AVALANCHE | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2, GBA | **CALL:** 01895 456 700 | **PLAYERS:** 1

Animal Magic

Tak needs to use the island's animals to make progress. Call Bill Oddie Or Phillip Schoefield at the very least.

▲ Tak can saddle up a rhino to blast through walls. Very *Donkey Kong 64*.

▲ The emu's speed will get our caveboy hero past nippier enemies.

▲ This oran utang catapults Tak miles with his handy banana tree.

Tak and the Power of JuJu

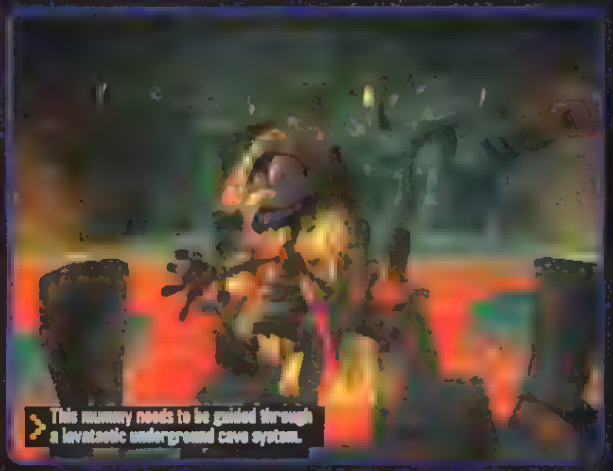
Mangey marsupials are so last year...It's all **voodoo shaman apprentices** in **chicken** suits now!

The chicken suit lets you flap between platforms and lay eggs.

The history of gaming is littered with failed platformer heroes. Remember *Brian the Lion*? Despite the great name neither did we until we stumbled upon him in GM16 when doing this issue's birthday spectacular.

THQ are giving 12 year-old shaman Tak a TV based leg up with a deal for a Nickleodeon cartoon that's based on this game.

And at very least, the desert island setting and need to use voodoo style magic - or JuJu - to solve puzzles make this stand out from yer ordinary run over the platforms. Sure, there's plenty of collecting stolen moonstones, jumping and avoiding but half the game's figuring out stuff. Whether it's donning a chicken suit and egging enemies or using the velcro-like properties of sheep to make a baa-ing set of steps, finding the right solution puts a smirk right across your face. It's a charmer alright. Expect also to chuckle at the truly great character animation and look lovingly at the huge levels spread out in front of Tak.



This mummy needs to be guided through a lavatastic underground cave system.

▲ Tak's got a rattle to hit things with and a nifty blowpipe come pole vault pole.

GOOD COP

Different setting and plenty of puzzles rather than endless leaping and coin collecting make for platty joy.

BAD COP

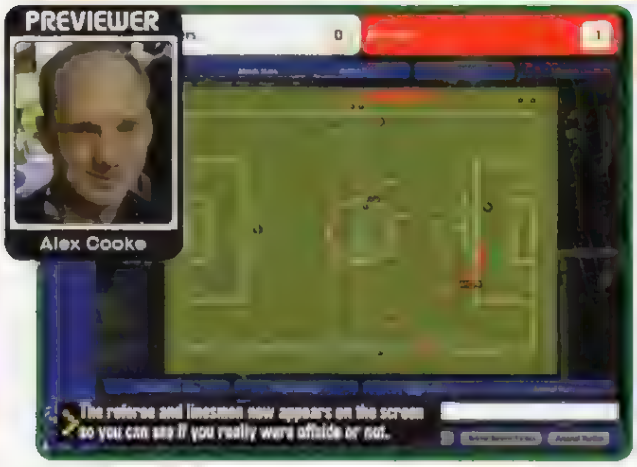
Likely to face some stiff competition on release. Mario's resting but expect other platform dues to return.

WHERE IT'S AT

Long way to go but the early version GM played was already looking good. We'll bring you more soon.

OUT: MARCH 28TH | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** SPORTS INTERACTIVE | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** MAC | **CALL:** 0208 636 3000 | **PLAYERS:** 1-8

PREVIEWER


Alex Cooke

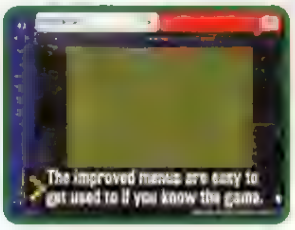
The referee and linesmen now appears on the screen so you can see if you really were offside or not.

Post Bosman the market has changed so you don't just buy 'em..

Now it's not just the board - the fans have a voice too.

New crowd chants have been included as have the less than melodic sound of the Sheffield Wednesday brass band.

Don't expect to hang on to your star players forever.


The improved menus are easy to get used to if you know the game.

You coaches and assistant managers have become more important and can be set to do more of the work for you.

Championship Manager 4

TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE

From **dusk till dawn** and back till **dusk again**, once again *CM* is back to take away **our time** and **our friends**...

It moves! After all those hours staring at a flashing line of text, imagining that match-winning thirty yard volley, we can finally see it.

Now don't go thinking that *CM4* has suddenly transformed from the world's most detailed football sim into *ISS* because these players are 22 2D dots darting around a pitch, but in terms of changing the gameplay this is the best thing since someone invented bread, and a machine for slicing it.

After all the updates and gradual improvements, *Championship Manager 4* is the real deal. While it still has the usual 200,000 updated player rosters, 39 accurate leagues, and the latest transfers, you also get a new whole game engine, new menus and a new way of watching the match

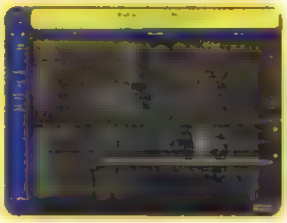
Softography

These guys have also made...

- Championship Manager 00/01 ..92%
- Championship Manager 2 ... 90%
- Championship Manager 3 .....91%
- Championship Manager 02/03 ..82%

PITCHED BATTLE

From the moment you start playing you instantly notice how the new layout feels familiar and yet is easier to use, especially for tailoring the tactics and training to individual players rather than the 'one strategy fits all' feeling of *CM3*. Then once you have sent your team through the new training routine and tightened transfer system you get to tread on the hallowed digital turf, and see the fruit of SI's labours - a more realistic match. Through watching this new 2D display not only can you see your tactics in operation, you can see the mistakes. Instead of studying the columns of sixes and sevens to follow your boys, you can see when your striker should have shot or which defender failed to cover. You can even use the system to look at opposition players, scouting out how they play and how your team should handle them. It looks like there are going to be some sleepless nights up ahead...


▲ The boys between the nets now have all sorts of details on their cards.

▲ A greater variety of injuries, headlines and rumours appear on the news screen.

> ...you notice how the new layout is [illegible] and yet is [illegible] to use...

Cone-tract

Training is no longer a matter of dropping out a line of cones and sending your lads running laps of the field. Now there are a hundred different ways to wind up your star striker on a cold Monday morning from working on stamina with gruelling cross country runs or honing their skills with ball work.

▲ Cross country runs stiffens up endurance but it also leaves them annoyed and short of skill on the ball.

▲ Set them to work on defending corners or send them all down the gym.

Flat-ter To Deceive

Alongside the usual match options of watching a flashing text bar, your sinking player averages and a little bar darting up and down as your entire attack force attack crash on the opposition's defensive wall, you can watch it all unfold in glorious 2D and pin the blame - or credit - on the right donkeys. It's a lot like watching the match from a plane, or the back row of the San Siro - but still a lot more useful than any of the previous incarnations.

▲ A quick break from midfield flicks the ball wide to Edu. His set tackle is to cross - and he does - to Henry.

▲ A header back across the area from the French man reaches Wilford and it's easy for him to rifle it in.

▲ Delighted with the goal all the little dots converge and mob the scorer. You can almost see the smiles from here.

GOOD COP / BAD COP

Bigger and better to see than ever, for complexity and sophistication other games can't come close to.

It still doesn't look that sexy and the often-talked-about online gameplay hasn't appeared.

WHERE IT'S AT

After all the delays it looks like plain sailing between our almost complete demo version and the real thing.

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AVAILABLE EXCLUSIVELY ON GAMECUBE

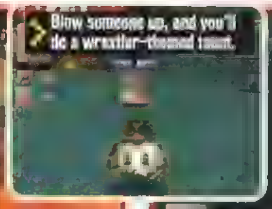
SEGA

OUT: APRIL	FORMAT: PS2	DEVELOPER: PACIFIC COAST P&E	SPECIAL FEATURES: NONE	CALL: 01483 767 656
	PRICE: £20	PUBLISHER: THQ	OTHER FORMATS: GC, XB	PLAYERS: 1-2

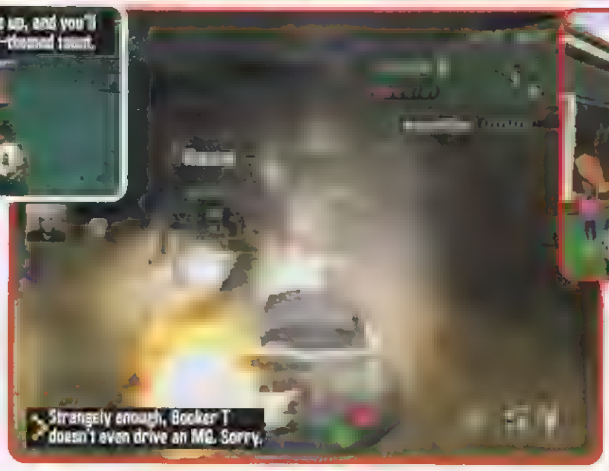
PREVIEWER

Joel Snape

Some of the levels feature big pits – not the best idea, considering the handling.



Blow someone up, and you'll do a wrestler-themed taunt.



Strangely enough, Booker T doesn't even drive an MG. Sorry.

Yes, in the future, Kane runs a cookery show. Plenty of flame-grilling, probably.

The Big Show's diesel truck is great at ramming, but doesn't corner at all well.

WWE Crush Hour

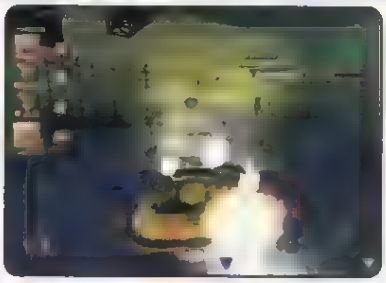
TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Imagine a world where **wrestlers** appeared in **cooking shows** and films! Hang on, hasn't that **already happened**?

What? WHAT?!

Tag Team matches are fairly easy to translate into car-bash terms, but when it gets more elaborate, THQ make things up.

▲ In Hardcore matches, the object is to hold the belt for thirty seconds without dying. Just like real life. Hang on...



▲ Hell In A Cell? Hell In A Big Pyramid, more like. On the plus side, the doors only open after a while.

▲ Lumberjack matches actually work all right – except that all the computer cars pick on you.

There've been some great car-related moments in the WWE. Who can forget Stone Cold's monster truck rampage? Kurt Angle's milk float? The 'Taker's hog? Stacy Keibler's rocket-firing sports car? Erm, scratch that last one.

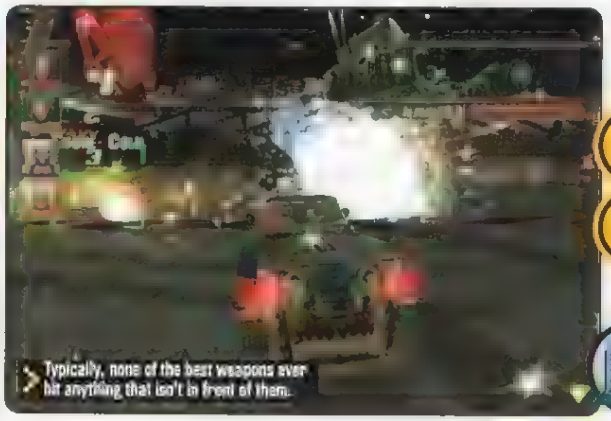
Crush Hour takes these isolated moments a step further, based on the frightening idea that the WWE's taken over every television network and filled them with tights-based gameshows.

What's it actually got to do with wrestling? Not much. Obviously, most of the thirty superstars involved have never driven a car in the WWE, so they've had to be a bit 'imaginative' with vehicles like the Hardy Boys' Woody and the Big Show's Diesel.

> ...it moves a **lot faster** than a **seven-foot man** in a **red rubber suit**...

MILK STOUT

Just as obviously, you can't really damage a tank by squirting beer or milk at it, so they've played safe and covered them with homing missiles or grenade launchers. Nope, the main concessions to wrestling realism are the fact that Chris Jericho shouts 'How do you like that, Jackass?' after he blows someone up, and JR yells 'RVD's got the twisty rockets' a lot. Yes, that's the *twisty* rockets. Surprisingly, it also actually manages to move a lot faster than a seven-foot man in a red rubber suit. You've almost always got a stack of turbos - crucial when you're low on health. Reversing is painfully slow, but cornering is vital to master, with special power-slides for quick 180° turns and strafing attacks. Our main reservation is that matches tend to be a bit slow. It's really easy to just run away from a fight, and really hard to nail people with the tougher weapons - we've yet to see what the teasingly-named Annihilator actually does, because it never hits a thing. Ayatollah of rollers, or candy-assed cash-in? We'll let you know next month.



Typically, none of the best weapons ever hit anything that isn't in front of them.

Softography

These guys have also made...

Zanzarah	45%
WWE SmackDown! KY Role	93%
MX Superfly	65%
FILA World Tour Tennis	81%

Your Roller

Each of the wrestlers has a car designed to match their personality. Big, angry Brock Lesnar? Big, bulky tank. Shiny, curvy Trish Stratus – shiny, curvy car. See? They're also tweaked to 'handle' like the real wrestlers – so RVD's buggy's agile and good at jumping, while Triple H's truck is much better at bashing.

▲ Rikishi has a steam-roller. Because he's fat. He's also keen to point out that he's a 'bad man'. Word.

▲ And the Hardy Boys both have the same sort of hearse-ish thing, except with ladders on the top.

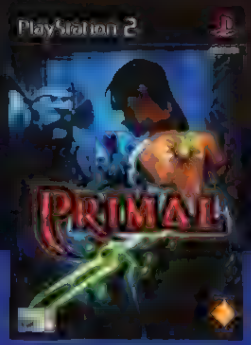
GOOD COP > BAD COP

☺ It's the *WWE* – but in cars! Great, if you've always had a hankering to pilot Stone Cold's infamous beer-hemoth.

☹ Well, you can't exactly do the People's Elbow in a car. What's next? Billy Gunn's Pro Golf? X-Pac Xtreme Sports?

WHERE IT'S AT

It's already slipped a couple of times, but *Crush Hour* finally looks ready for a review next issue.

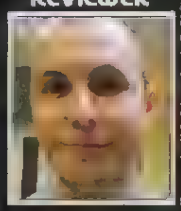


Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion.

PlayStation.2

OUT: MAY 9TH | FORMAT: PS2 | PRICE: £35 | DEVELOPER: CORE | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 09067 533060 | PLAYERS: 1

REVIEWER



Joel Snape

But's crimson walls, big drippy thingys on the ceiling, a chasm at the back - it's like walking down the devil's neckpipe.

Lara Croft Tomb Raider: The Angel of Darkness

Talent Show

Remember dying from sliding down a 45° slope? Now a quick press will grab at the ledge and save her at the last minute. And that's not her only new skill.

While she's hanging from a pipe, she can bring her legs up to save strength.

Lara can now tackle corners while she dangles - if her arms hold up.

Familiar? Well, you're hardly an action hero without a neck-snap.

ATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Fancy playing the latest version?, said Core. We'll be there in two hours, said GM...

The RSPCA can calm down now. Lara's days of shooting snow leopards and tyrannosaurs seem to be over.

Instead, she's taking on zombies in underground Prague research labs, choking security guards in the Louvre and - gasp - dressing like B*Witched for huge chunks of the game.

LAST DITCH

Then there's the makeover. She's now made up of 5,000 polygons - ten times as many as before. Part of her smooth disposition this time comes down to movement and animation. She blinks, arches her eyebrows and frowns to indicate emotion, her hair's better animated and she's got a whole new range of outfits. The camera system is better, and this is important, because the old grid system's been mostly ditched - Lara still has to back up and then run to hurdle gaps, but other areas are more freeform. One of her best new abilities is climbing - if there's a wall covered in moss or dents, there's a fair chance she can scramble up it.

As she gains ability points (it's 'character evolution', not 'RPG elements') she'll improve her MGS-style gripometer until she can scamper across rooftops and along ledges with ease. Still got an itchy trigger finger? Then you've got Kurtis to keep you happy. No endangered animals to shoot with him yet - but wait until you see the mutant plants in the Prague Biodome...

Softography

These guys have also made...

Project Eden	84%
Herdy Gerdy	73%
Tomb Raider	88%
Tomb Raider 2	92%

It's Good To Talk

Chatting to people is just as important as dangling from ledges - if you speak to people the right way, they'll give you objects that you'd otherwise have to struggle to nick.

◄This chap runs the pawn shop in Paris...

▼Be nice, Lara. Cool denim, by the way.

> "...her best new ability is climbing - if there's a wall covered in moss or dents, Lara will scramble up it..."

Factpack

The stuff you need to know...

Playable characters	2
Cities	2
Weapons	They won't say
Lara's Polygons	5,000

The Prague Biodome's full of Triffid-style moving plantlife.

All In The Climbing

Core have been studying footage of real free-climbers to animate Lara's new scrambling moves. She'll even be able to leap sideways or upwards to reach distant holds, like Tom Cruise in *M:I-2*. Like her other abilities, Lara's grip and climbing speed'll improve gradually throughout the game, although she'll be able to increase them by finding power-ups.

▲ Moss? Vines? Slimy walls. Not a problem for the lady with the fingerless gloves. Hurgh.

▲ The camera system adapts well when Lara's dragging herself up a vertical drop. Vertigo ahoy...

▲ As she improves, she'll be able to tackle more precarious bits of scenery – like drainpipes and grates.

Punchy!

▲ Hand-to-hand combat's a key feature of the new game...

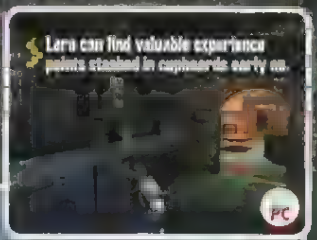
▲ ...you'll even have to fight unnatural baddies using Queensbury rules...

▲ ...but you'll still be able to shoot lots of people when you need to.

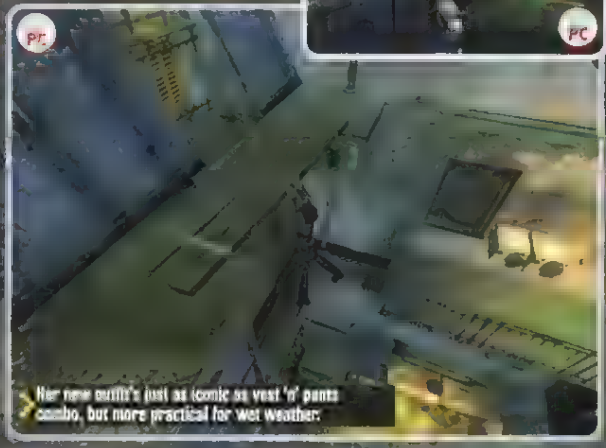
French Evolution

Lara loses her trusty backpack early on – until she retrieves it, she has to get around Paris on her wits alone. First stop – Madame Carvier's. She's one of the suspects in the murder of Werner Van Croy.

◄ The cops are on Lara's trail – she's implicated in Van Croy's murder.



Lara can find valuable experience points stashed in cupboards early on.



Her new outfit's just as iconic as vest 'n' pants combo, but more practical for wet weather.

Kurty Old Man

Kurtis is designed to take on the more violent aspects of *Angel of Darkness* – he's [illegible] and chucking metal frisbees than tiptoeing along ledges. He's also psychic, but can only control small objects with [illegible] we've yet to see how that'll come into the gameplay.

▲ Kurtis first meets Lara in Paris, but you won't control him until Prague.

[illegible]

Throw The Switch, Mind The Lights!

AOD's exploration might be less linear than previous *Tomb Raiders*, but [illegible] keys to big doors. Some of the [illegible] use Lara's improved senses, though.

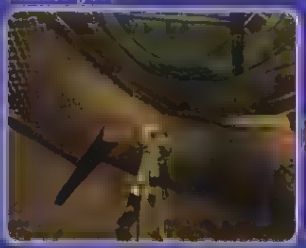
► And obviously, there's a fair bit of pulling gigantic levers to be done. Match the symbols stuff, here.

Somebody say Entrapment? Here, we're dodging laser tripwires.

First Impressions

Parisian Walkways, Prague Springing

Everything starts in a Parisian courtyard – Lara, naturally, shouldn't be there and needs to get out. Mess about for long enough and a dog starts to bark – prompting a policeman to turn up and open the gates so you can make a run for it. If you're a bit observant, though, you'll notice the drain pipe placed temptingly on the side of a building. Shin up *that* and if you're really keen you can scramble up some moss to the rooftops, where you'll find a strength power-up. That's the beauty of *Angel Of Darkness* – anyone'll be able to muddle through, but it'll take an inquisitive streak and a head for heights to get the most out of the game. No surprise about the new stealth elements – there was a slightly less advanced version of them in *Chronicles* – but pushing ■ to throttle rentacops seems to suit the broodier outlook. The age old grid system hasn't really been ditched, but it's been disguised to appear more fluid than before, helped by the excellent new camera system. And Kurtis? We're honestly not that bothered, except that he guarantees a lot of shooting. Lara's back – and this looks to be the best *Raider* yet.



GOOD COP BAD COP

☺ More polygons, more detail, more character interaction, more shooting – hell, more everything. Yippee!

☹ But it'll still be *Tomb Raider*. People who don't like solving puzzles and medium paced exploration won't be swayed.

WHERE IT'S AT

Due in May, but still looking a fair way from being finished. Don't be surprised if *Angel* slips a bit further.

OUT: MAY 24TH	FORMAT: XB	PRICE: £40	DEVELOPER: CLIMAX	PUBLISHER: THQ	SPECIAL FEATURES: XBOX LIVE	OTHER FORMATS: PC	CALL: 09067 535 055	PLAYERS: 1-16 ONLINE

PREVIEWER

Joel Snape

It's all a bit easy at the moment - we've been winning races after three crashes.

The rain effects are predictably pitty-pattery.

There're some nice incidental animations - like the little rider fist-shake.

▲ There's a special shaky-vision replay cam that makes our heads hurt a bit. Especially when bikes whoosh over the top.

▲ And your rider'll even get up and jump up and down after this, providing he hasn't broken his legs. Shame he doesn't run after the bike *Road Rash*-style.

Moto GP 2

SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ GA

Sixteen players online – chatting away at **300mph.** Gentlemen, **start your engines...**

Slightly shinier. At first glance, that's all that strikes you about *Moto GP 2* - online play isn't anything new, the races don't look that much different and it all looks a little bit like an update. But there's a bit more to it than that.

Though the controls and graphics are almost identical, six new tracks have been added to the original ten, along with twenty real-life riders and a new Stunt Mode. Career Mode's been changed slightly - now each track has certain challenges attached. You don't have to do them, but they'll earn upgrades, some of which are helpful on the course you're next riding..

Softography

These guys have also made...

Rally Fusion	82%
Warcraft 2	80%
Theme Park World	80%
Moto GP	83%

BAG OF SKITTLES

Heavier four-stroke bikes have been included to test real riders - they're faster, but much harder to handle. Not to worry, though - you'll still have the option to pick Arcade mode instead of the insanely difficult Sim option.

Pick Sim, though, and you'll get to see the brutal new crash animations - the camera gets right in the middle of the pile-up, and your rider skittles along the track like a rag doll. Surely he can't get up from that.

For online play the best news is the addition of bike customisation. Now you can adjust things like gear ratio and front and rear tire hardness, as well as creating your own logos and markings. As well as voice communication, online play's been improved with a waiting room that shows you how long each race has left to run - no more dozing off during a 15-lap marathon. The bike physics have been slightly improved, with wet weather races in particular being a lot tougher. In Sim mode, you'll have to worry about front and rear brakes, as well as how much your rider leans forward and back. And it's all much, much shinier

> **"...now you can adjust things like gear ratio and front and rear tyre hardness..."**

Instant Replay

Presumably because they had loads of memory left after animating 21 shiny bikes, THQ have thoughtfully added several clever camera filters to the replay options. Apart from the ones here, you've got Pastel, Toon and the slightly nerdy Wireframe. They're hilarious! For ten minutes.

▲ Smashbook looks like a Czechoslovakian animated short. About motorbikes.

▲ And Pop Video doesn't look anything like any pop video made after 1984. Ooh, blurry.

That'll Need Stitches

Hold it...hooold iiiit...SMASH! Pushing forward or back on the left analogue adjusts how much your rider leans over the handlebars – so obviously, it's massively tempting to lean all the way back and see how long you can hold a wheelie on the straights. This is where you'll see the new, super-realistic crash animations come into play.

▲ Wheelies don't make it easy to steer.

◄ The crash-cam gets right in the action.

It's possible for your bike to take out other riders - although they'll just drive straight through you.

GOOD COP / BAD COP

☺ The shiniest, grumiest motorbike game on any console ever. And the replays remind us of an Aha video.

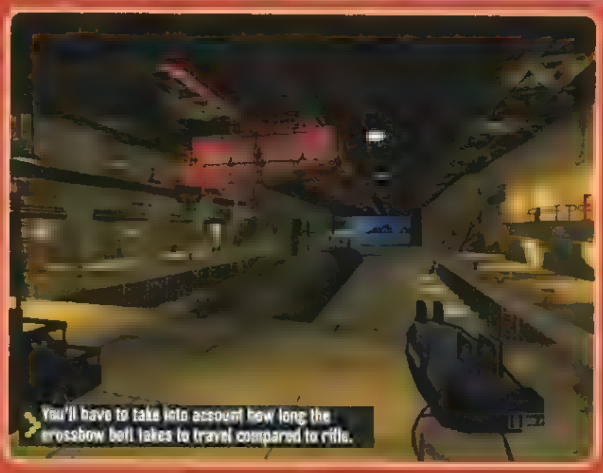
☹ Trust us, we've played the last one online - you'll end up choking on dust. It isn't much more than an update either, really.

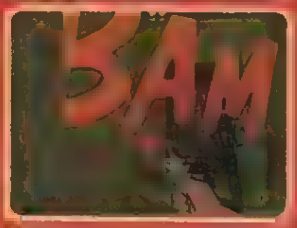
WHERE IT'S AT

The version we've got won't let us play Championships, Stunt GP or Live options - but we're told it's on course.

OUT: SEPTEMBER | FORMAT: XB | PRICE: £40 | DEVELOPER: UBISOFT | PUBLISHER: UBISOFT | SPECIAL FEATURES: XBOX LIVE | OTHER FORMATS: PS2, PC | CALL: 01932 838 230 | PLAYERS: 1-4

It's possible to carry bodies around to conceal them from guards.


You'll have to take into account how long the crossbow bolt takes to travel compared to rifle.



Little cut-scenes introduce your major mission objectives. Ain't they sweet!

Once you move the sight over an enemy's head, you'll get a brief period of lock-on.

XIII

I'm **not a number**, I'm a free...oh, **hang on.** I am a number...

Careful...careful... thwack! Take out an unsuspecting goon with a shard of glass to the throat and you get to see the surprise on his face in a three-panel comic strip across the top of the screen.

It's all part of the look of one of the most visually stylish games in ages. Clues pop up in the corner of the screen, noises appear as 'Aaaargh' and 'Blam!', all in glorious cel-shade-o-vision. It's all based on a Belgian comic, y'see, and we've just had our first play on Xbox.

The emphasis is on stealth. There's a long-range crossbow that lets you take people out silently, with a *MGS*-style alert sounding if you're discovered in certain areas. Looks like it'll be one to watch come Autumn.

GOOD COP / BAD COP

The comic-book presentation is a neat touch, and fits seamlessly into the gameplay. Like 'seeing' tap noises.

Constantly having to frisk corpses for ammo and using your own medpacks gets a bit tedious.

WHERE IT'S AT

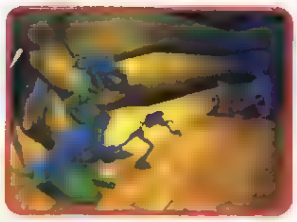
Only the first few levels are playable at the moment, and the whole game isn't due until September.

PREVIEWER: Joel Snape

OUT: JUNE | FORMAT: XB | PRICE: TBA | DEVELOPER: OUTRAGE | PUBLISHER: THQ | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 01895 456 700 | PLAYERS: 1

Alter Echo

Prepare for **total mind meltdown!** Not to mention quite **sore eyes...**



Gentle Jesus, make it stop! Eyes hurt! Need lie down... Need to look at nice calming beige colour...

With its time dilation, real time morphing and, generally, lots of wibbly wobbly psychedelic effects, *Alter Echo* is a complete assault on the senses. But unlike, say, tear gas, in a good way.

It's most easily thought of as a third person action game cum scrolling scrapper. Playing the role of reluctant hero Nevin, you're chucked on a biomechanical planet. A biomechanical planet with no colour co-ordination and a right strop on judging by the enemy count.

Combat sees Nev able to morph between three modes: Melee, Gun and Stealth (see Morphmatic!), not just to suit different enemies but also in the middle of battle to link together time altering combos. The combo system has a Bemani style interface as you assemble chains of moves to beat the enemies.

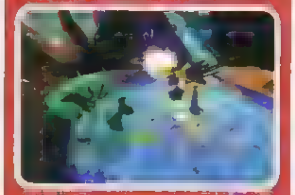
Looking miles better than it did at last year's E3 show, this is one to watch. But for your retina's sake put some shades on.

Morphmatic!

This has more morph than *Take Hart* (ask yer Dad). There's three different forms to meld between on the fly during combat.

A fine mode pits you in this look-at-me form. Spread cover and grenade down.

Stealth mode changes you into this lizardy thing for creeping and gawping.


Melee mode is good for close-quarters, please-sword-switching combat.

Put together a decent chain of special moves and you get to see the combo in eye searing action when time kicks back in.

Nevin also gets to team up. Trigger your buddy's moves by pulling off combos.

GOOD COP / BAD COP

Looks like little else. Eye shivering FX with a genuinely different combat system that's great for show offs.

Too many colours! Is there a longlasting, enjoyable game beneath the visual onslaught? We'll see with sore eyes.

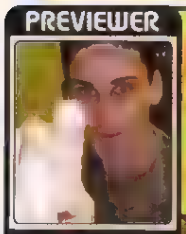
WHERE IT'S AT

The version we played looked solid enough (apart from the wibbly bits) and on course for a summer release.

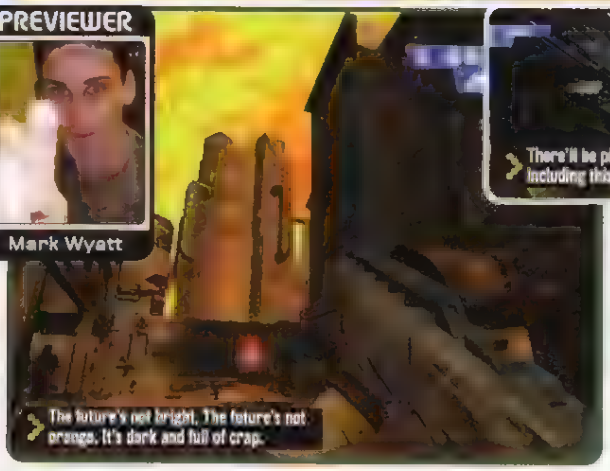
PREVIEWER: Robin Alway

OUT: SEPTEMBER | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** KUJU | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 09067 535 055 | **PLAYERS:** 1-4

PREVIEWER



Mark Wyatt



The future's not bright. The future's not orange. It's dark and full of crap.

There'll be plenty to explore including this lift section.

In space, no one can hear them scream. Indoors they'll die nice and loud.

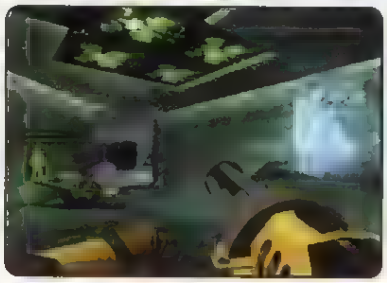
Fire Warrior

ST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GA

Kill humanity in the year 40,000. The king of **Games Workshop** comes to PC and PS2. No wait, **come back**!

Wish You Were Here?

We've only seen a small bit, but it's clear the game will have unleashing alien-style hurt over a variety of dark environments.



▲ Imperium Base – oh look, the humans have sliced one of you pal's legs off. How sweet of them.

▲ Trenches – Mind out for your own kind and look out around the corners for humans.

▲ Tank Hangar – It's a good job none of these war machines are manned – they're not manned right?

Somewhere in deepest darkest edges of our dimension there are people playing tabletop games with 12-sided dice and lead figures of goblins. Often maligned, ignored down the pub and frequently verbally abused their hour may be coming. Soon my friends, soon.

Why, you ask? Well, because Kuju and THQ are in the final stages of developing an shooter based firmly in the *Warhammer 40,000* universe. Sweet Lord, what'll become of us? *Fire Warrior* is a game that is rich in heritage and the developer has had a huge amount of material to delve into when creating the game. They believe they've managed to come up with a game that stays true to its franchise while delivering a first-rate First Person Shooter.

> **...we're thrown into a fight through trenches mowing down humans...**

Softography

These guys have also made...

Reign Of Fire	61%
FireBlade	76%
Lotus Challenge	70%
M.I.A.	79%

KAIS ME DEADLY

You take the role of Kais, a warrior from the alien race of the Tau. The future's not all beer and skittles for aliens as humanity has become a twisted race who destroy what they cannot understand. Better start fighting back.

Into the action then. We first grab our big yellow alien gun on a war-ravaged planet that's full of Nazi-a-like humans. You won't face the fearsome Space Marines until later in the game, so thank heaven for small mercies. They look hard. It's industrial, atmospheric and bleak, as much of the game promises to be, and we're immediately thrown into a fight through trenches mowing down human troopers. It's fast, fun and challenging so far. Leave your pacifism at the door kids. If you flinch at shooting someone in the face you won't last long in this future hell. So far it's smooth both indoors and out and, with voiceovers from some famous names promised and the full plot to delve into, this could be the shooter that you won't be embarrassed to admit loving come its September release.

Belting around trenches and shooting blue stuff at people's faces. Tasty.

Space Invaders

So what do people in this brave new world look like when you're not killing them? Well, there'll be a variety that you'll encounter along the way, not many of them too friendly to your cause. And there's some pretty ugly looking devils in there as well. Here's how to spot the friendly ones from the nasty foes.

▲ Tau Warrior – He's just like you. The Fire caste of the Tau are slender and covered in yellow armour. Nice.

▲ Imperium Trooper – Human under all of that equipment these fellas will shoot first, so don't waste niceties.

GOOD COP BAD COP

Medal Of Honor in space? Marvellous if they sort it all out. A big bonus for the war gamers too.

This needs to work hard to shrug off the stigma attached to the licence. But if you're a fan it'll be right up your street.

WHERE IT'S AT

Last rumour had it that it will be shining up its big yellow helmet and going into the breach in September.

Sly Raccoon

HABITAT: THE SHADOWS
BEHAVIOUR: DEVIOUS. DARING. SLY.
IDENTIFICATION: NO CLEAR SIGHTINGS YET

'Sly Raccoon' is a trademark of Sony Computer Entertainment

Sly Raccoon. Raised in the art of thieving. His mission. To reclaim his family's honour and their stolen book on the secrets of thievery. You'll use more mind than muscle to help him outsmart the law and outwit the bad guys. Bravery, deceit, cunning and stealth are his stock in trade. Once seen, never forgotten.

uk.playstation.com
www.slyschool.com

THE STEALTH PLACE THE DEVIOUS PLACE THE THIRD PLACE

PlayStation.2

OUT: MAY | FORMAT: GC | PRICE: £40 | DEVELOPER: SCI | PUBLISHER: SCI | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2, XB, PC | CALL: 0207 585 3308 | PLAYERS: 1-4

Each team member has their speciality – Conners handles demolitions.

It's all about choices – you could just shoot this goat-herder, but you'd lose points.

▲ Taking out enemy bases demands crossfire and planning. Get in there.

▲ And staying out of range of your mate's C4, of course. Keep that head down matey.

Conflict: Desert Storm

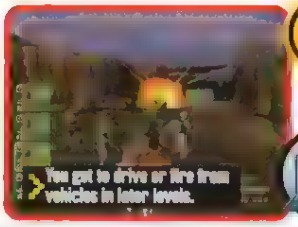
Do we want an improved version of this **strategic beauty**? Sir, yes, sir!

PREVIEWER: Joel Snape

Now - you'd be forgiven for thinking this is a swift repackaging of a PS2 squad-based actioner to cash in on *Gulf War 2: This Time It's Personal*. But you'd be wrong! It seems SCi have taken criticisms of the earlier version on board.

Some changes are as simple as letting you restart from mid-level. Others take advantage of the GC chipset, with improved explosions and tracer fire. The AI's been improved - before, enemies could track you mercilessly once they knew you were in the area - now they have to work out where they last saw you. Best of all, there's now a co-operative split-screen mode for up to four players. If ordering dumbass grunts about gets on your wick, just wait until you're trying to get three mates co-ordinated - it's all about helping each other out with covering fire and medipacks. Let's just hope you don't get 'desert-ed.' Eh? Eh? Oh.

All the weapons and vehicles handle just like the real things.


You get to drive or fire from vehicles in later levels.

GOOD COP / BAD COP

Man down! Man down! I need some suppressing fire and a medic over here! The contact has gone loud! Over!

Hard even if you're happy organising four people at once – almost impossible if you prefer going it alone.

WHERE IT'S AT

Done, dusted, and now featuring a bellowing drill sergeant in the training missions. See you next issue.

OUT: MAY 9TH | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA BIG | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, GC | CALL: 01932 450 000 | PLAYERS: 1-4

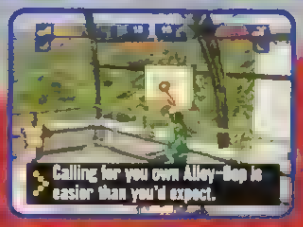
Abe Froman

The character design for the ballers are brilliant. All today's superstars look great but nothing beats that retro look.

[illegible]

[illegible]

Wilt Chamberlain proves his knees and hair are still up to the job.


Calling for you own Alley-Oop is easier than you'd expect.

Magic Johnson hardly ever misses a lay up or a jump shot.

NBA Street Vol.2

Basketball with **real attitude** and tighter shorts than the **Cheeky Girls**...

It's the return of the floaty-lite, three-on-three basketball game that takes it to streets before taking it to the rim and firmly remains the messier alternative to EA's squeaky clean sims.

Winning games in *NBA Street* is only half the challenge, as you half to do it in style. That's why even more fly moves have been crammed in for the sequel, best of which is the ability to pass the ball off the backboard or off opponent's heads. Nice touch.

The other great new addition is a retro all-stars team featuring past greats of the game like Wilt Chamberlain, Larry Bird and 'Magic' Johnson. Not only do they come complete with their mad skillz, but also their unique look, so expect plenty of short shorts and 'fros. I love short shorts. Expect the usual polished finish that you get from any EA Big branded game and a very playable experience – if perhaps a little on the easy side at the moment.

Expect a top soundtrack as EA never scrimp when it comes to presentation.

Scoring the baskets is the priority but don't forget to pick up the fly combo points

GOOD COP / BAD COP

It's one of the most accessible, easy to pick up b-ball games now with added Larry Bird. And cracking fros.

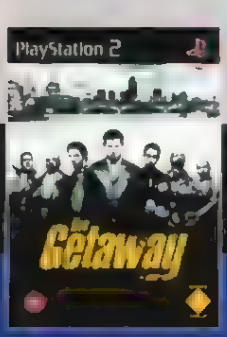
Still lacks the urgency and messy fun of the king of arcadey basketball games – *NBA Jam*.

WHERE IT'S AT

The code we played looked virtually complete so it should be with us in late March as expected.

PREVIEWER: Dave Harrison

Getting away in London!



This is the Getaway. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. Ready to see the sights?

www.thegetaway.co.uk
uk.playstation.com

PlayStation 2

THE PARAN IA PLACE THE S DIS TIC PLACE THE H STILE PLACE THE THIRD PLACE

OUT: APRIL	PS2 £40	EA BIG EA	NONE GC	01932 450 000 1-4

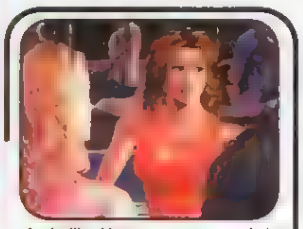
REVIEWER

Dave Harrison

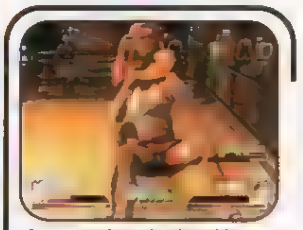
Ludacris? I should say so! You can never get people to bend like that in real life.

Handbags

There's a particularly romantic cutscene in the Story Mode when a fly honey challenges your current gal to a fight for your affections. It's a tender moment.



Looks like things are gonna get ugly in a very pretty high-heeled way.



As someone has pointed out, it's uncannily like the Tatu video...

Win the girlie bout and you unlock a load of 'glamour' pics. How liberated!

Def Jam Vendetta

...TE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Bling, bling! Seconds out! First round! It's grappling meets rap! Or rappling if you'd like...

It's hard not to take guilty pleasure with the world of *Def Jam Vendetta*. It's a place where if you show a penchant for extreme violence, you can front up to rap superstars, beat them to a pulp, earn respect, money and then pull. Then if you fancy a change you get two girls to fight for your favours.

REDMAN JAM

It's like the daydream of every wannabe gangsta, pimp, lower case G or member of Biazin' Squad, beamed live from their minds straight onto the PS2. Just morally dubious, hip-hop stereotyping at its most routine, but so daft it just about survives intact!

The game's premise is that there's an underground circuit of no holds barred fighting, where the baddest brothers just happen to be rappers from the Def Jam label, including DMX, Ludacris, Method Man, Redman, NORE and Ghostface Killah.

In fact what EA Big have done is create is a wrestling game for gamers who don't like WWE all that much, for those who think getting excited about two oiled men with made up names shoving each other about isn't that cool. But make the guys with made up names wear tracksuits and nice trainers and suddenly things seem a lot more acceptable.

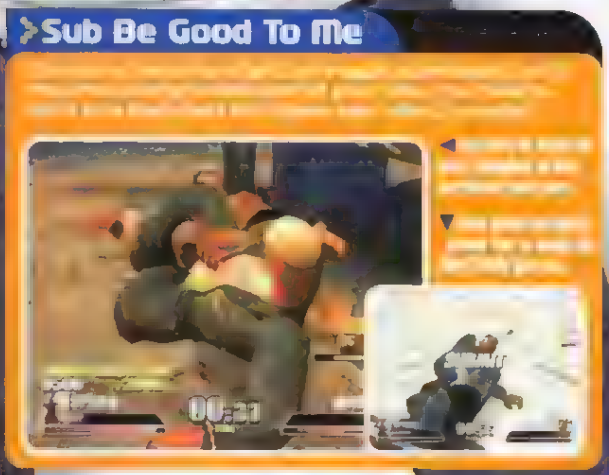
It's big, it's daft, it's got the best soundtrack since *Vice City* and we should have a full review next issue. Word to your mother.

Softography

These guys have also made...

SSX	90%
BSX Tricky	93%
Sled Storm 2	80%
NBA Street	78%

Sub Be Good To Me

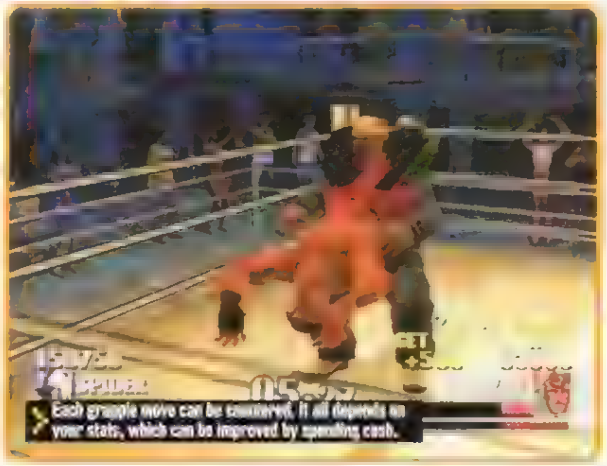


"...what EA Big have done is create a wrestling game for gamers who don't like WWE all that much..."

Factpack

The stuff you need to know...

Characters	45
Unique Moves	1500
Arenas	10
Match Types	4



Each grapple move can be countered. It all depends on your stats, which can be improved by spending cash.

I Fought Velour And Velour Won!

There's over 40 characters in the game, many of whom you have to unlock through the Story Mode. The 12 Def Jam stars feature as bosses in the game and each have their unique fighting style. What's more they also have their weaknesses. Luchadore may be incredibly quick but he can usually be overpowered in the grapple.

▲ Scarface has gone all King Kong for his bouts. Sure, he's tough but there is against any fighting regulation.

▲ Velour is a wicked fighter. He's not the strongest, but he's fighting quick and has buckets of charisma.

▲ Velour is a wicked fighter. He's not the strongest, but he's fighting quick and has buckets of charisma.

Pinish Him!

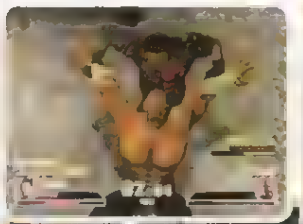
Another way of winning a bout is to pin your opponent, which requires your opponents energy being beaten down until it reaches the 'Danger' mark so the opponent is too weary to fight back. Breaking out of a pin requires some good old fashioned *Track and Field* button bashing.

▲ First job is to batter the opponent to a fine and easily pinnable pulp.

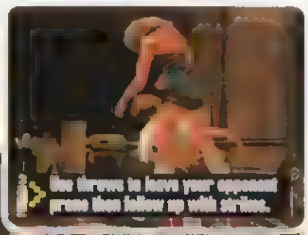
▲ Then it's one and hope to God that the homie has the sense to stay down.

Blazin' Arizona

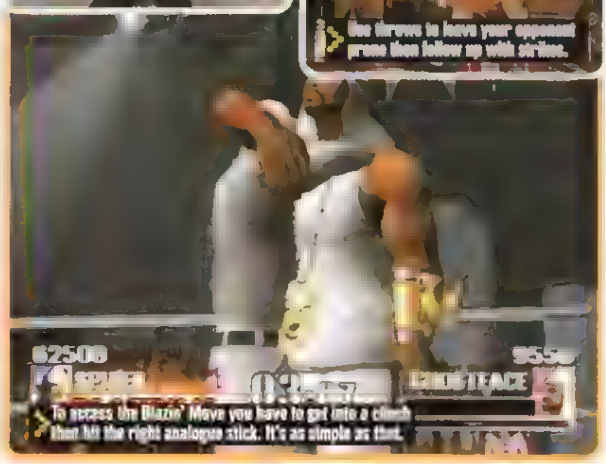
In order to perform each characters special move, momentum has to be built up by relentlessly kicking your opponent's head in. Once the bar is full, it's just a waggle of the right analogue stick!



To build up the Blazin' bar you have to chain together a series of unanswered attacks.



Joe throws to have your opponent prone then follow up with strike.



To access the Blazin' Move you have to get into a clinch then hit the right analogue stick. It's as simple as that.

Smackdown

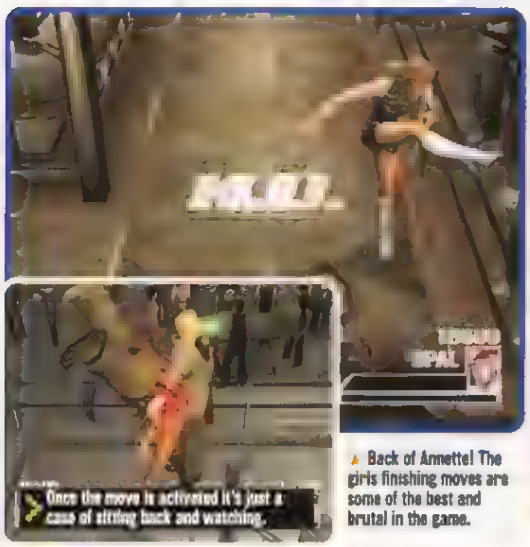
The Story Mode is a tale of one man's quest to get Benjamins, props and fame through the power of kicking the crap out of other people. It all starts off with helping a friend in need and ends up with trying to get off with Christina Milian of all people. And we thought she was such a nice girl.

▲ There's the lovely Christina who has her own gallery of pics to unlock.

▲ It's Vanilla with the nine! Someone who obviously hated From Ash to Pill.

Points Lost On The Dismount

The final way to win a bout is with a K.O. which can only be achieved with a Blazin' finishing move. Look away now if you're squeamish, as no part of the body is sacred and many fighters ability to produce a family is severly threatened.



Once the move is activated it's just a case of sitting back and watching.

▲ Back of Annette! The girls finishing moves are some of the best and brutal in the game.

It lacks the bloody violence of Pride but is graphic enough to make you wince.

First Impressions

Wickeddy? Or Just Whack?

SA Big have had much success funking up existing genres, so their take on the wrestling is suitably over the top. Without being restricted by having to replicate existing WWE moves, they've had the chance to the create the ugliest, body popping, [illegible]

GOOD COP / BAD COP

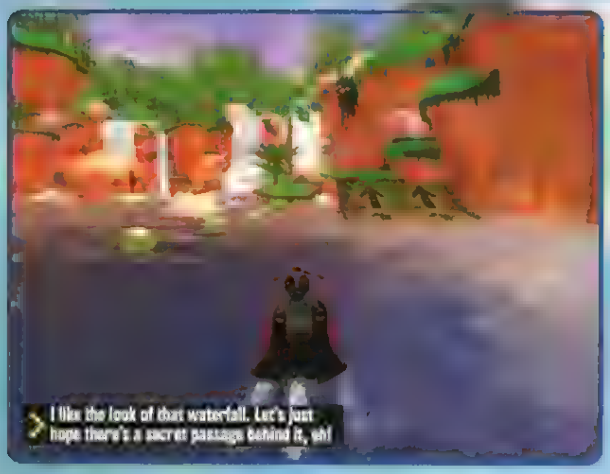
A wrestling game with brilliant soundtrack, slick action and truly charismatic playable characters.

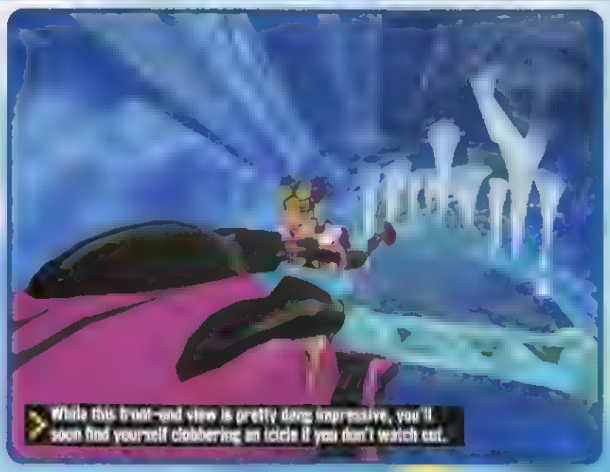
It's one tough game and looks to get frustrating with the repetitive nature of the bouts.

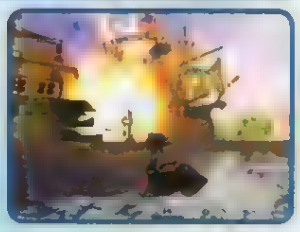
WHERE IT'S AT

The code we played looked good enough to review. This should hit its April release without any hitches.

OUT: SEPTEMBER | FORMAT: XB | PRICE: £TBA | DEVELOPER: RAINBOW STUDIOS | PUBLISHER: THQ | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: PS2 | 09067 535 085 01895 456 700 | PLAYERS: 1-4


I like the look of that waterfall. Let's just hope there's a secret passage behind it, eh!


While this front-end view is pretty damn impressive, you'll soon find yourself clobbering an iciclo if you don't watch out.


▲ Heavens to Betsy, this is turing into a jet fuelled version of *Pirates Of The Caribean*.

▲ This time round, if you mess up a stunt you just lose speed, rather than drown like before.

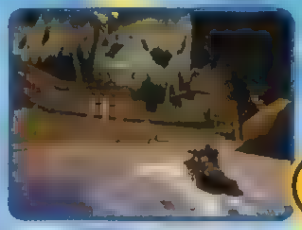
Splashdown 2

The wave making **sea-do racer** returns! Think **log flume** with a **throttle!**

PREVIEWER: Robin Alway

Did you find the original, realistic *Splashdown* a bit, y'know, dry, despite the whacking great waves?

The sequel suggests nothing less than a Rainbow Studios company outing to Thorpe Park. Sure, *Wave Race* had dolphins but these 'sea-dos' have to smash through pirate ships, avoiding cannon balls and giant penguins that slide across their watery thoroughfares in huge outdoor courses. Add 12 even more theme park-like indoor arenas and 75 stunts and it looks like hardcore sea-do fans will have to make do with the Technical Time Trials. Something for everyone. Everyone who likes sea-dos that is.



GOOD COP / BAD COP

Chucks out realism for roller coaster ride-like, stunt heavy fun, backed up by an unbrivalous amount of modes.

Still assumes we all love sea-dos. Maybe if they called 'em jet skis? And the emphasis on fun might get annoying.

WHERE IT'S AT

There were only a few levels in the early version we played. Expect to see more in future GMs.

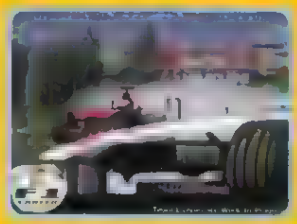
OUT: MAY | FORMAT: PS2 | PRICE: £35 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, GC | CALL: 09067 532253 | PLAYERS: 1-4

The emphasis is on you, yes, you Jonathan Topley from Braintree on becoming the Schumacher of Little Dale Road.

▲ The choice of cars is yours. You can start your career in this green model...

▲ ...then work your way up to this rather insipid light blue number...

▲ ...before winding up in this clever looking blue and white vehicle. Ace!



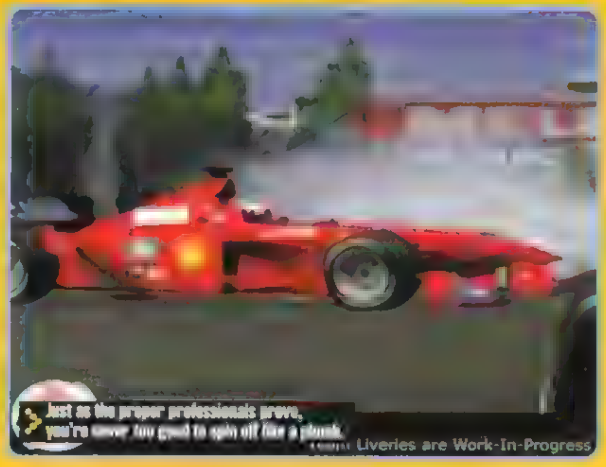
F1 Career Challenge

But officer, they **kept promoting** me until I **careered** off the road! **Boom boom!...**

PREVIEWER: Joel Snape

Up until now, F1 games have been great if you want to 'be' Michael Schumacher, but a bit thin on the ground if you want something more 'career-oriented.' But not now..

In *Career Challenge*, you start as a rookie driver trying to make his reputation. You'll start with the Super Licence, learning skills like wet-weather driving, overtaking and manual pitting. Depending on how well you do, you'll get an offer from one of the weaker teams. From there, you earn better offers through great racing, getting better and better cars until you've finally got one fast enough to win the championship in 2004. Four years of data from 1999 to 2002 mean that you'll even see changes like Schumacher leaving after his leg-break at Silverstone. All done, of course, in a rebuilt version of EA's classy driving engine. Vroom


Just as the proper professionals prove, you're never too good to spin off like a plonk.
Liveries are Work-In-Progress

Agadoo-doo-doo, push pineapple grind coffee. I know all the dances you know...

GOOD COP / BAD COP

Easily the best option if you want an entire career in the magical world of F1 – and fully licensed up, thanks to EA.

Tough luck if you don't want to wait three years before you get a go at racing for Ferrari.

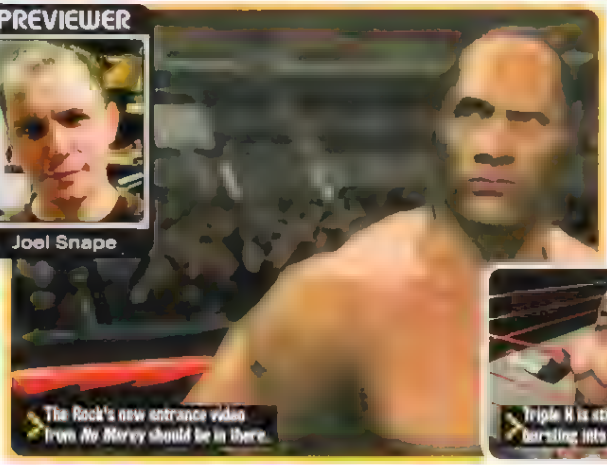
WHERE IT'S AT

Still needs the sound and some of the difficulty levels sorting out, but certainly on course for May.

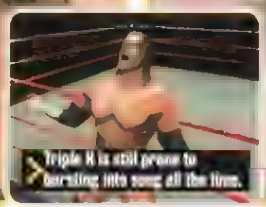
OUT: AUGUST	FORMAT: XB	DEVELOPER: ANCHOR	SPECIAL FEATURES: NONE	CALL: 09067 535 055
	PRICE: £40	PUBLISHER: THQ	OTHER FORMATS: NONE	PLAYERS: 1-4

PREVIEWER

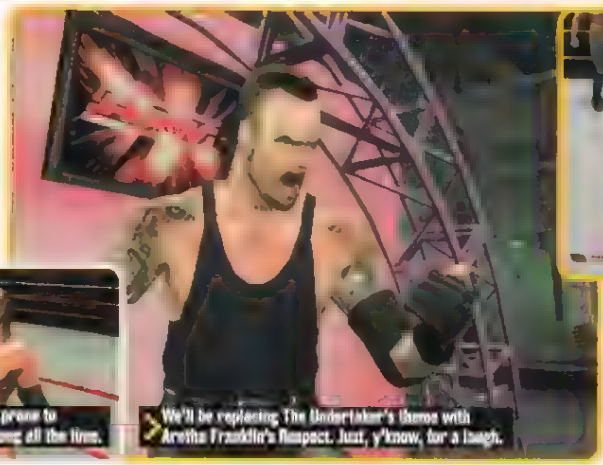
Joel Snape



The Rock's new entrance video from *No Mercy* should be in there.



Triple H is still prone to bursting into song all the time.



We'll be replacing The Undertaker's theme with Aretha Franklin's Respect. Just, y'know, for a laugh.

And kicking his head in with Maven. Who's the big dog, again?

It's possible to drag prone wrestlers into position for certain moves.

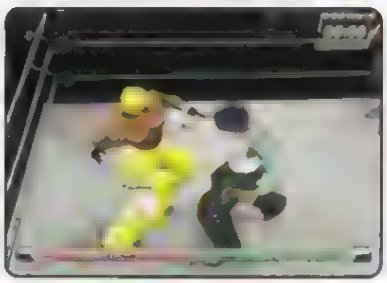
WWE Raw 2 Ruthless Aggression

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE

Don't steal tiles off Steve Austin's house, that's all we're saying. No, **hang about a minute...**

Draft Dodgers

Raw includes a few faces that haven't appeared in any WWE game yet. Here's just a couple of them...



Rey Mysterio Jr's in there - perfect for a high-risk ladder match against Jeff 'He's been broken in half!' Hardy.

Tough Enough winner Midajah's in there, along with a slightly odd-looking Teri Runnels.

And Deacon Batista - Ric Flair and Triple H's new protege - makes his first appearance.

Like the warring telly programmes, *SmackDown!* and *Raw* are in constant competition for the wrestling game title. Last year's bout was more one-sided than a Lesnar vs Stasiak squash match, but *Raw*'s quickly catching up - including all the match types offered by the PS2 champ in a game that's more pumped, buffed and shiny than ever before.

All new are ladders, cages and tables, the spectacular TLC and the infamous Hell In A Cell. The wrestlers' freedom of movement gives them plenty of ways to attack in each - now you can pull a springboard dropkick from the apron or stop for a little rest at the top of the cage. Instead of going straight into a submission from the ground, you grab your opponent's legs or head as part of the setup, while they struggle to get free. They wince and 'sell' moves just like the real thing, and Hogan's moustache is at least twice as bristling as it is in *SmackDown!*

> ...all new are ladders, cages and tables, plus the infamous **Hell In A Cell...**

Softography

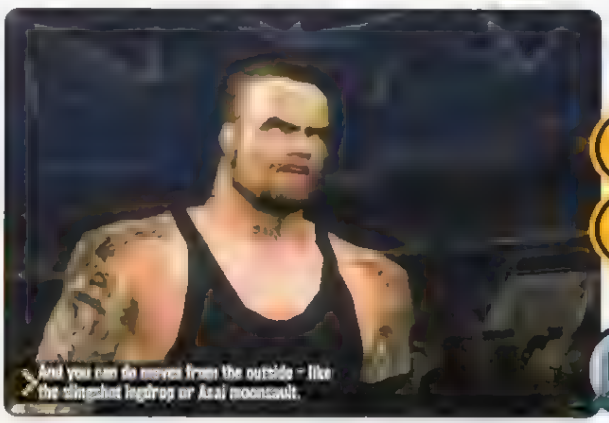
These guys have also made...

UFC	84%
WWF Raw	72%
WWE Raw Xbox	84%
Pride FC	72%

VIVA LA DIVA

There's also a proper Season mode this time, with backstage areas to wander around, storylines to encounter and the ability to include up to four human players in the roster. Ideal if, say, you've got a girlfriend who wants to wrestle alongside you for the tag team gold. The roster's not totally confirmed yet, but includes loads of Divas, Randy Orton and Rey Mysterio Jr - the bouncing wrestler in the world. For those gaps, there's always the improved Create-A-Wrestler mode - including the ability to rip tracks off CDs to use as wrestler intros.

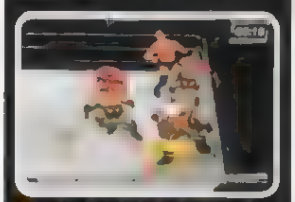
All that, and 3D crowds, dynamic lighting and some of the snazziest, most detailed, showboating entrances we've ever seen. Like the show, it might not win the ratings battle, but it's certainly got plenty of 'Flair.' Oh-ho-ho-ho.



And you can do moves from the outside - like the slingshot legdrop or Azai moonsault.

Hear Me Raw

Like *SmackDown!*, *Raw* boasts more than 70 types of match, although most of those are tornado tag or triple threat variations on the basic varieties. After a disappointing lack of variety in the last version, you'll be able to fight in backstage areas, bosh people with ladders and perform the dreaded con-chair-to.



You can have up to six wrestlers in the ring at once - the ref hasn't got a shirt on yet, so it gets a bit confusing.

And cage matches are cool - you can kick at your opponent as they try to grab you by the ankles.

GOOD COP BAD COP

Looks great, handles well, and finally lets you rip CDs to the hard drive for use in wrestler intros.

Still isn't quite as fast-paced and arcadey as *SmackDown!*, so it might be for proper wrestling fans only.

WHERE IT'S AT

Alpha stage - so it's still taking ages to load and jumping a bit during matches. Not due until August.

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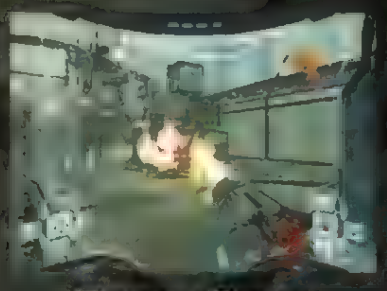
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Nightfire
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Roller Coaster Tyc. 1&2
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Sims
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Blue Stinger - Wave Race
BMX XXX
Bomberman Generation
Bounty Hunter: Star Wars
Burnout
Clone Wars - Star Wars
Combat Zones - Top Gun
Crash Bandicoot
Dark Legacy
Dave Mirra BMX 2
Deadly Alliance
Destroy All Monsters
Die Hard: Vendetta
Eternal Darkness
Evolution
Extreme G 3
FIFA 2002
Fighting Live
Freeride - Tarzan
Ghost Recon
Godzilla: D. all Monsters
Harry Potter C.of Secrets
Hot Pursuit 2
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
Legends of Wrestling 2
Lost Kingdoms
Luigi's Mansion
Mario Party 4
Mario Sunshine
Medal of Honor Frontline
Minority Report
MX Superfly
Mystic Heroes
Nest Dimension: X-Men
Night of 100 Frights
Nightfire
Pikmin
Primal Fury - Bloody Roar
Reign Of Fire
Resident Evil
Resident Evil Zero
Robotech: Battlecry
Rogue Leader
Scooby Doo: 100 Frights
Sonic Adventure 2 Battle
Spiderman The Movie
Spy Hunter
Spyro: Ent.the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: J. Knight 2
Star Wars: Rogue Leader
Starlux Adventures
Super Mario Sunshine
Super Monkey Ball
Super Smash Bros Melee
Throwdown - UFC
Time Splitters 2
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
Warzone, Smuggler's Run
WWE Wrestlemania XIX
X-Men: Next Dimension
Plus Many More...

X-BOX

Agent Under Fire
Arctic Thunder
Blade 2
Blinx: The Time Sweeper
BMX XXX
Bruce Lee: Quest Dragon
Buffy The Vampire Slayer
C.Bandicoot: W.of Cortex
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Champ. Manager 2002
Chase: Hell Stunt Driver
Circus Maximus
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
Crazy Taxi 3: High Roller
Dead or Alive 3
Dead or Alive Volleyball
Dynasty Warriors 3
F1 2002
FIFA 2003
Genma Onimusha
Ghost Recon
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GT 2001
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Halo
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Hunter: The Reckoning
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James Bond: Nightfire
Jedi Knight 2
Jet Set Radio Future
Knockout Kings 2002
Legends of Wrestling 2
LMA Manager 2003
Lord of Rings: Fel. of Ring
Max Payne
Medal of Honor Frontline
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Mort.Kombat: Deadly Alli
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Need for Speed H.Purs.2
Nightfire
Obi Wan (Star Wars)
Oddworld: M's Oddysee
Off Road Wide Open
Onimusha Genma
007 Nightfire
Outlaw Golf
Panzer Dragoon Orta
Project Gotham Racing
Rallisport Challenge
Sega GT 2002
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Splinter Cell
Star Wars: Jedi Knight 2
Terminator: Dawn of Fate
The Thing
Tiger Woods Golf 2003
Time Splitters 2
Tom Clancy: Ghost Recon
Tom Clancy's Splinter Cell
Tony Hawk's 3
Tony Hawk's 4
Turok: Evolution
World Cup 2002
X-Men: Next Dimension
Xtreme Beach Volleyball
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Black and Bruised
Blade 2
Blood Omen 2
BMX XXX
Bond 007: Nightfire
Burnout
Burnout 2 Point of Impact
C.Bandicoot: W.of Cortex
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Dead or Alive 2
Desert Storm (Conflict)
Devil May Cry
Devil May Cry 2
Dragonball Z: Budokai
Drakan: Ancient Gates
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Escape Monkey Island
Extermination
Extreme G 3
F = 0 6
FIFA 2003
Final Fantasy 10
Fire Blade
G = 0 7
Getaway
Gitaroo Man
Gran Turismo 3
Gran Turismo Concept
Grand T.Auto. Vice City
Grand Theft Auto 3
H = 0 8
Half Life
Harry Potter: Ch.Secrets
Haven: Call of the King
Headhunter
Heroes of Might & Magic
Hitman 2: Silent Assassin
J = 1 0
J.Bond: Agent Under Fire
Jak & Daxter
James Bond: Nightfire
K = 1
Kingdom Hearts
L = 1 1
Legaia: Duel Saga
Legends of Wrestling 2
LMA Manager 2002
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Lord of Rings: Fel. of Ring
M = 1 3
Mat Hoffman's Pro BMX 2
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Maximo
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N = 1 4
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
O = 1 5
Onimusha 2
Onimusha: Warlords
007 Nightfire
Operation Winback
P = 1 6
Penny Racers
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer 2
Project Eden
Project Zero
R = 1 8
Ratchet and Clank
Red Faction 1 & 2
Reign Of Fire
R.Evil: Code Veronica X
Robot Wars
Rocky
S = 1 9
Scooby Doo: 100 Frights
Shadow of Memories
Shadowman 2
Silent Hill 2
Sim
Smackdown! 4: Shut Y.M
Soldier of Fortune
Soul Reaver 2
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Twisted Metal Black
Ty the Tasmanian Tiger
V = 2 2
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CODE GIRL

It's like a fantasy tippage league round these parts at the moment. Think of any of the finest gaming moments from the last few years and stone me if we don't have some fashion of tip for it. There's the last couple of *GTAs*, plenty of *Splinter Cells* and more nifty hints than a girl could ever want.

WRITE TO US NOW!

TIPPED THIS ISSUE...

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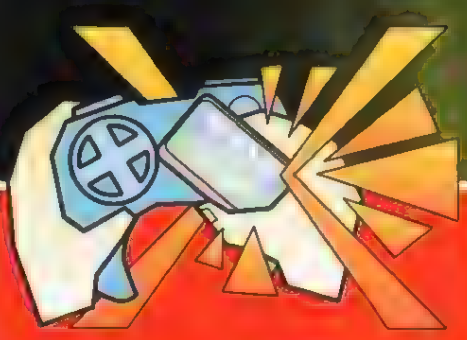
The Guide TOM CLANCY'S SPLINTER CELL

BE SILENT BUT OH-SO VERY VIOLENT WITH GM'S STEALTHY CHEATING GUIDE TO THE HARDEST BITS!



TIPS EXPRESS — LATEST CHEATS!

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MASTER CLASS — YOUR TIPS!

p52

CONSOLETATION ZONE — YOUR QUESTIONS!

p54

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.52

TIPS EXPRESS

Extra goodies for the oversized *War of the Monsters*, some **downright dirty** tactics for *V Rally 3* and **loads of codes** for *Unreal 2*...

REACH DANTE'S PEAK!

DEVIL MAY CRY 2

GOTHIC GOODIES!

As if Dante and Lucia battling it up against loads of demons wasn't enough, the game features some hidden [illegible] harder modes. If you're missing Trick [illegible] original game, she's hidden in there too. You just have to know where to look...

Level select
Complete game with both characters [illegible]

[illegible] Play as Trick
Complete the game with Dante on Hard [illegible] Devil May Cry.

Bloody Palace
Complete the game with both characters to unlock the Bloody Palace.

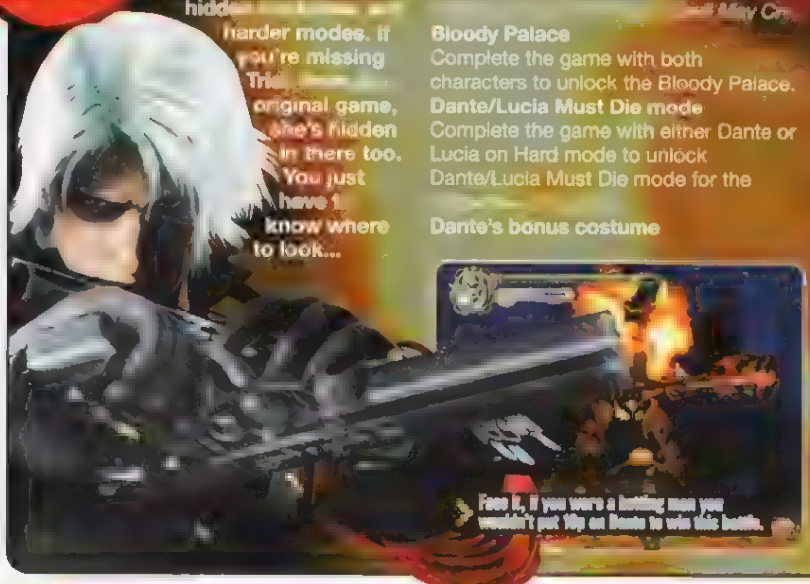
Dante/Lucia Must Die mode
Complete the game with either Dante or Lucia on Hard mode to unlock Dante/Lucia Must Die mode for the [illegible]

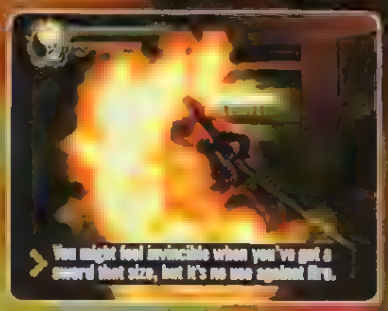
Dante's bonus costume
[illegible] game with Dante to unlock Dante's bonus costume.

Lucia's first bonus costume
[illegible]

Lucia's second bonus costume
Complete the game with Lucia on Hard mode to unlock Lucia's second bonus costume.

Dante and Lucia's Diesel Costume
Play the First Mission and Save. Restart your game and at the Press Start Button screen, Press L3, R3, [illegible], L3, R3. If entered correctly, you'll hear a sound. Now select Load Game and you'll be able to pick the Diesel Costume for whichever character you did the code for by Pressing [illegible] or [illegible] on the Load Screen. (For those looking for the third shoulder button, L3 and R3 refer to the press function on the sticks).


Face it, if you were a betting man you wouldn't put 10p on Dante to win this battle.


You might feel invincible when you've got a sword that size, but it's no use against fire.

SIZE DOES MATTER!

WAR OF THE MONSTERS

CRUSHING VICTORY!

They're big, they're mad and they don't take heed of signs telling them to keep off the grass. In fact, a sign telling them to keep their great size 30s off your house would be more appropriate. New levels and mini-games are tucked away in this monster smash - we'll even tell you the easiest way of winning the Battle Tokens needed to get them.

Play as Mecha-Sweet Tooth (needs a copy of Twisted Metal: Black)
If you've unlocked Minion in Twisted Metal: Black, use that save file when playing War of the Monsters. A message will appear when the game loads to tell you that Mecha-Sweet-Tooth is unlocked. Now you just have to choose Agamo to play as and select costume number 4.

Easy Battle Tokens
Save the game after defeating the Terror in the Space stage. Fight Cerebulon (the last Boss), and if you defeat him without continuing, you'll win over 30 000 Battle Tokens. Save the game after you defeat him. Return to the main menu, reload to fight Cerebulon again. Defeat him again and earn more Battle Tokens. Keep repeating this process to net yourself loads of Battle Tokens.

Volcano level
Spend 45 000 Battle Tokens.

Big Shot mini-game
Spend 65,000 Battle Tokens.

Mini Baytown level
Spend 65,000 Battle Tokens

Crush-O-Rama mini-game
Spend 85,000 Battle Tokens.

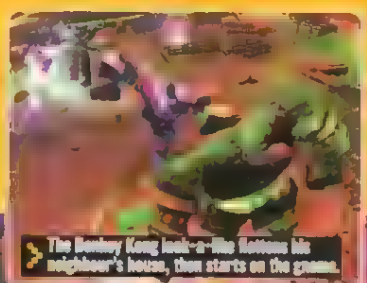
Capitol level
Spend 85,000 Battle Tokens

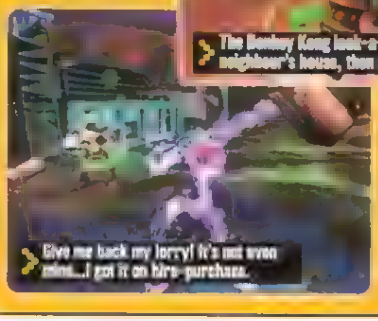
Dodgeball mini-game
Spend 105,000 Battle Tokens.

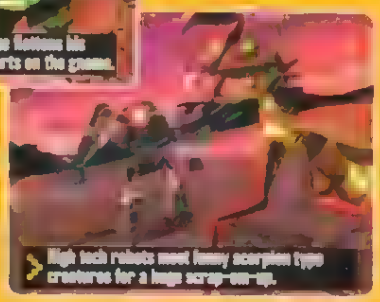
UFO level
Spend 105,000 Battle Tokens.

Play as Raptros
Spend 200 000 Battle Tokens

Play as Zorgulon
Spend 200,000 Battle Tokens


The Donkey Kong look-a-like flattens his neighbour's house, then starts on the greens.


Give me back my lorry! It's not even mine...I got it on hire-purchase.


High tech robots meet funny scorpion type creatures for a huge scrap-on-up.

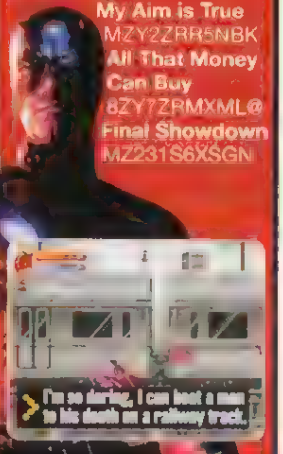
WHO DARES WIN!

DAREDEVIL

COMIC BOOK CODES!

Go on, be a devil. Use this list and you won't have to struggle for long. The [illegible] stands for [illegible] Daredevil face.

Rooftop Rumble
Y@PSC@@K@@4
This Traffic Is Murder
F@FNK@TKFKH
No Way To Treat A Lady
CCKMC@R@B@P
A Question of Honor
[illegible]
Fighting With Shadows
WCP7D@CDGKM
Over Troubled Waters
H@@7LBK5@@D
Master of the Hand
4@@3NB23GKL
Descent into Madness
MCP3NBY5B@L
Into the Savage Sewers
MCF2J@K5ZKD
Battle Below Ground
RCK6JB4VW@L
The King Commands
RCK2QBRVXKB
Wrong Side of the Tracks
RL@7S@RXHKM
Out of the Darkness
MNF39@MVJKN
No Return Ticket
4LTPZBP5R@K
Switchback
RST21BK3SKK
Like Looking in a Mirror
RQYQZCPV8@M
Bad for Business
4QYQ7CK39KC
Long Hard Climb
4S2PZC459B@
Building Tension
47177D435L@
My Aim is True
MZY2ZRR5NBK
All That Money Can Buy
8ZY7ZRMXML@
Final Showdown
MZ231S6XSGN


I'm so daring, I can beat a man to his death on a railway track.

PC

TOP NEW CODES AND EXTRA MODES!

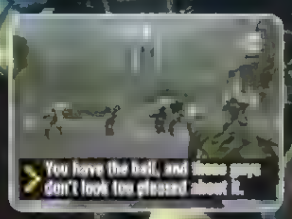
UNREAL 2

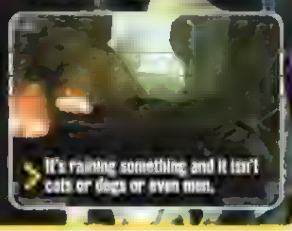
GET REAL!

The eagerly awaited *Unreal 2* is finally here and we don't want you to miss a thing. Play about with all the cheats and special features using these codes.

Cheat Mode
Press ` or TAB in game and enter Bemymonkey
God Mode
Press ` or TAB in game and enter God
Infinite Ammo
Press ` or TAB in game and enter Toggleinfiniteammo
999 Ammo
Press ` or TAB in game and enter Allammo

Type in the following codes, then press ` or ~ to bring it up and ESC to exit
No Clip Mode
ghost
Fly Mode
fly
All weapons
loaded
Enable/Disable Phoenix Powersuit
phoenix
Warp
nextlevel
Kill Active NPCs
killactivenpcs
Kill Dormant NPCs
killdormantnpcs


You have the ball, and these guys don't look too pleased about it.


It's raining something and it isn't cats or dogs or even men.

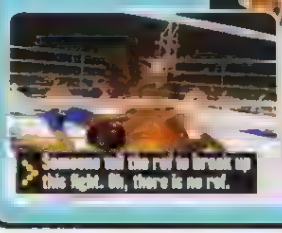
KNOCKING OUT SPECIAL MOVES!

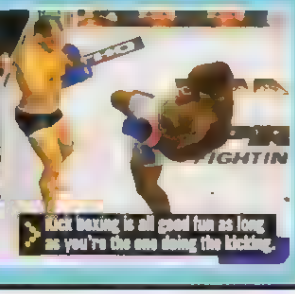
PRIDE FC

GETTING YOUR KICKS!

It might sound like the name of a third-division football team that no one's ever heard of, but Pride FC has nothing to do with footie and everything to do with tough, no-holds barred scrapping. Get a head start on the opposition by using these special moves during bouts.

Carlos Newton - Flying Armbar - Standing
Front Step + Ⓐ + ⓪
Murillo "Ninja" Rua - Ninja Knee Combo - Standing
Front Step + ⓪, Ⓐ
Don Frye - Power Uppercut Combo - Standing
Ⓐ ⓪ Ⓐ Ⓐ
Igor Vovchanchyn - Russian Overhead Punch - Standing
Front Step + ⓪
Sakuraba - Flying Punch - Stand & Down Position
Back Step + ⓪ + ⊗ (Close to Opponents Feet)
Matsui - Double Dropkick - Standing
Front Step + ⊗ + ⓪
Sakuraba - Flying Stomp - Stand & Down Position
Back Step + Ⓐ + ⓪ (Must Be At Opponent's Feet)
Sakuraba - Mongolian Chop - Guard Top
⊗ + Ⓐ


Someone tell the ref to break up this fight. Oh, there is no ref.


Kick boxing is all good fun as long as you're the one doing the kicking.

LET THIS BE YOUR FANTASY!

PHANTASY STAR ONLINE EPISODE 1 & 2

BE A STAR!

This massive RPG has a few secrets lurking beneath the surface. Here are some tips on how to get at them.

Unlock Dressing Room
Complete all the areas and quests on the normal difficulty setting. If you have 10,000 Meseta on your character when you quit a game, you can also access the Dressing Room feature.
Infinite number of MAGs (uses two controllers)
Make multiple characters and enter cooperat ve mode Have one character drop his or her MAG and the other pick it up Go back and recreate the person who dropped the MAG and go through the process again until you get as many as desired
Hard mode
Complete the game on the normal difficulty setting in either episode to unlock the hard difficulty setting in both episodes. Achieve a level of 20 to unlock the hard difficulty setting online
Very hard mode
Complete the game on the hard difficulty setting in either episode to unlock the very hard difficulty setting in both episodes Achieve a level of 40 to unlock the very hard difficulty setting online
Ultimate mode
Complete the game on the very hard difficulty setting in either ep sode to unlock the ultimate difficulty setting in both episodes. Achieve a level of 80 to unlock the ultimate difficulty setting online
Avoid walking near traps and enemies
Normally, you cannot run when near a trap or enemy Press Start to display the main menu and you'll be able to run again.

This dragon is native, but does that mean he's friendly?

GET DOWN AND DIRTY!

V RALLY 3

RALLYING AROUND!

If your car's not cool enough, try unlocking some of these.
Enter the following codes as a driver's name
Hovercraft cars
Surname: MARTI
Firstname: 210741974
Squishy cars
Surname: PILOU
Firstname: 25121975
Mini cars
Surname: BIGJIM
Firstname: 910410
Unlock the Mitsubishi Lancer Evolution VI
Win the 1.5L championship in career mode
Unlock the SEAT Cordoba Repsol
Successfully complete the game in challenge mode
Unlock the Subaru Impreza 2000
Win the 2.0L championship in career mode
Toyota Corolla V-Rally
Set a record time in all circuits
Reversed tracks
Beat the record for each country. Beat the record of a track to unlock the next one. Unlock all of them to access the four reversed tracks for that country.
Car preview
Hold the right analog-stick left or the right analog-stick right at the car selection screen to open either door
Hold the right analog-stick up at the car selection screen to open the hood
Hold the right analog-stick down at the car selection screen to open the trunk.

MEDALS FOR WAR HEROES!

GHOST RECON

SOLDIER ON!

Ghost Recon - it might not have anything to do with ghouls, but it's still a top game. Don't rely on your troops too much to kill the bad guys or you won't be seeing that medal of honour. Check out our hints and see what you can unlock...

Co-op Mode
Complete a level in single player mode to unlock it in co-op.
New characters
Complete the first 12 missions in Campaign mode under any difficulty to unlock 12 new soldiers to play as
Playing tips
Let the kills come to you instead of chasing them
Have one weapon as a gun or rifle and the other as an explosive.
Travel with your team, don't go off alone, especially online.
Use your nightvision when it's raining.
How to get different medals
Purple Heart
Get wounded or killed in action.
Bronze Star
Get 15 kills
Silver Star
Get 20 kills
Distinguished Service Cross
Get 25 kills
Congressional Medal Of Honour
Get 30 kills

Night-o gogs. Look see down there-fellers gotz the chips in.

I can't walk through doorways since I got this pole in my head.

TEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST GAMES BUSTED! •

TIPSTER

Kath Brice

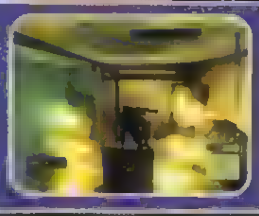
The Guide

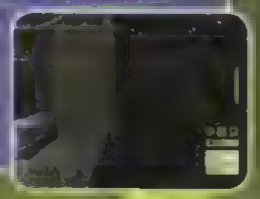
E! • THE LATEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST GAMES BUSTED!

TOM CLANCY'S SPLINTER CELL

Stealthy **Sam Fisher** is now on the PS2 in an **even bigger challenge.** Check out our guide to all the **trickiest parts...**

MISSION 1: POLICE STATION





TOM CLANCY'S SPLINTER CELL

MISSION 2: GEORGIAN DEFENCE MINISTRY

► 1. Go to the edge of the roof by the stovepipe and rappel down the wall. Climb through the window. When the guard sits, sneak up and knock him out. Shoot the camera above the door.

▼2. Walk down the stairs, shooting out the cameras. In the car park, shoot the camera and follow the wall left. You'll find Grinko's driver by the car with the headlights on. Grab him and interrogate him.

► 3. Knock out the guard stood in the hallway and go through the right door. Shoot the camera directly above you. Use the computers, jump on the desk and go through the open air duct.

4. Wait for the guard to leave the kitchen. Enter and hide behind the right table. Pick up the bottle. Throw it at the doorway you came through. Wait for the chef to investigate, then leave the room.

5. Walk down the left staircase, wait for the guard to walk away, then move left around the back of it. Sneak up, grab and knock out the stationary guard and when the other one is walking away, access the computer.

6. Hide behind the curtains by the computer. Wait for the colonel to sit down, then sneak up and grab him. Drag him to the retinal scanner behind you and use it. Then knock him out.

7. Enter the courtyard and run to the bushes by the lift. Focus the laser mic on the lift. Afterwards, two security guards enter the courtyard. Go to the metal doors opposite the ones you came through and climb the trellis.

8. Quickly enter the door to the left of the lift. Lurk with intent. Use the optic cable to see who's coming, and when both guards walk off to the right, nip out, walk left, call the lift and go up.

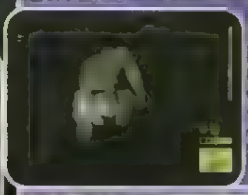
9. When the lift doors open, quickly go to the first door on your left. There's a guard coming. Use a disposable pick to unlock the door. Inside, jump on the desk and go through the duct.

10. From the roof, rappel down the wall. Shoot the seated guard in the head, then use the computer. Crouch and drop back out of the window. When the guard leaves, access the computer again.

MISSION 3: GPO OIL RIG

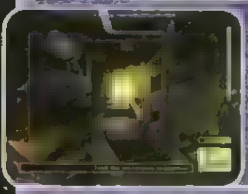
1. [illegible] in front of you. Walk right along some pipes, then jump to grab a horizontal pipe above. Pull your legs up to climb the [illegible].

2. [illegible]



3. [illegible] and walk left. Climb the pipe, then drop onto the big pipe. Jump into the hole and follow the pipe to the [illegible].

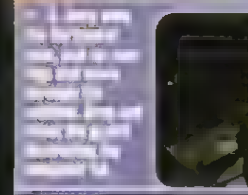
4. [illegible]



5. Drop your [illegible]. Turn left and climb the steps. After the explosion, wait for the lock and prepare to walk away, then shoot the first guard.

6. [illegible]

7. Turn around to behind the [illegible] and follow the wall around. Jump onto the red machinery and lockpick with [illegible] before you [illegible] change of plans.



8. [illegible]

9. Exit and go upstairs. Before you reach the top, turn left and shoot the container till the light plummets to kill the soldier. Shoot the soldier on top of the [illegible].

10. [illegible]

MISSION 4: CIA HEADQUARTERS

► 1. Wait here, grab the civilian in the cupboard and knock him out. Do the same with the guard when he walks away. Go through the key coded door.

◄2.Sneak down the warehouse stairs. Wait for the civilians to move to the left corner, then run gently and knock them out before they hit the alarm.

► 3. Knock out the guard in front of the office, knock out the civilian and retrieve a data stick. Enter the blue beam door and enter the key code in the right door.

◄4. Jump to make a noise. The guard will check. Jump in the window, follow him and walk left in the room with cameras. Wait here for him to return to his post.

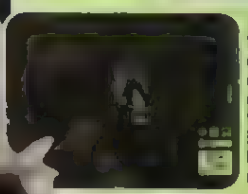
► 5. The room at the stair bottom has a camera. Wait for it to pan away, then move forward and shoot out the light. Use your night vision to enter the code.

◄6. Wait for one of the civilians to walk away. Sneak behind the other. Wait till the first civilian leaves, sneak to him and duck beneath the table on the right.

► 7. Projector room - sneak along the middle aisle. Crouch to pass the beam and wait. The men take a break. Sneak to the exit door in the dark. Pick the lock.

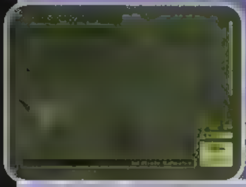
◄8. Sneak past window. Pick lock of the last right door, access the computer and enter code in end door. Sneak into smoking room, grab Michael Dougherty, and knock him out.

► 9. Leave him here, exit outside. Wait between the tables and knock out guard. Pick up Dougherty. Carry him along walkway and leave him outside building.



◄10. Knock out the guards and camera. Go to the car park, knock out guard talking to Wilkes and Baxter. Return for Dougherty and carry him to van.

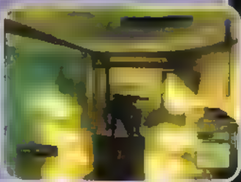
MISSION 5: KALINATEK



[illegible]

[illegible]

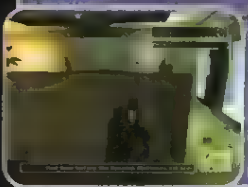
[illegible]



[illegible]

[illegible]

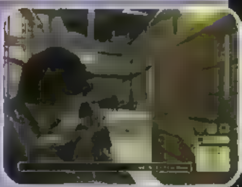
[illegible]



[illegible]

[illegible]

[illegible]



[illegible]

MISSION 6: NADEZHDA NUCLEAR PLANT

PS2 EXCLUSIVE LEVEL

► 1. At bottom of stairs, hide by containers near window. Wait for guard to walk right. Open window, enter, hide behind the bit of wall and ambush the guard.

◄ 2. Climb pipes next to spotlight, run to the air ducts and hide. When guard pauses, shoot him with a Sticky Shocker. Snipe off the second guard.

► 3. Drop off lift, wait for civilians to leave and follow floor to an open hatch. Wait for guard to look away, shoot out camera above, then shoot guard.

◄ 4. Let man exit corridor, then knock out the one on computer. Shoot camera at end of corridor, drop into another hatch and follow the tunnel right.

► 5. Walk up the right set of steps and wait in the dark corner by the door. When the technician pauses with his back to you, grab him and interrogate him.

◄ 6. From large computer room, sneak downstairs and hide in dark at bottom. When the tech is at far end, take out camera near him using your pistol.

► 7. Sneak up the stairs behind him, grab him and knock him out. Shoot the other security camera, then access all four computers in the room.

◄ 8. Climb into air vent, exit office and creep left to gun turret. Access controls and deactivate IFF. It will kill the two guards in the corridor.

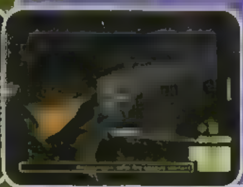
► 9. Hide to left of door. Fire distraction camera. When both guards are near use noise function to attract, then gas them. In next room, a tech is talking. Interrogate.

◄ 10. Enter air vent over room with two guards. Wait for one to leave, then drop. Move inside second duct. Follow it to the end. Let other guard leave, creep through door.

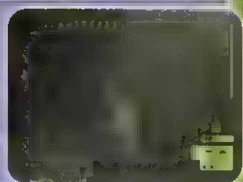
MISSION 7: CHINESE EMBASSY

[illegible]

[illegible]

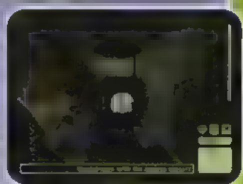


[illegible]

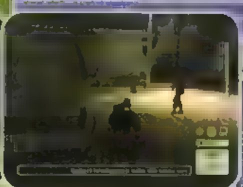


[illegible]

[illegible]

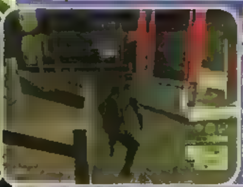


[illegible]



[illegible]

[illegible]



[illegible]

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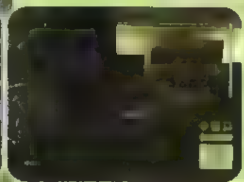
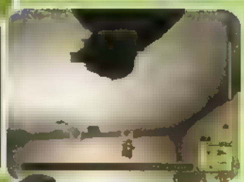
MISSION 8: [illegible]

► 1. Exit locker room near start. Sneak through fence and stand behind bin. Use sniper sights to pick off guard patrolling ledge in front and above you.



◄ 2. Shoot guard next to spotlight. Jump on white concrete blocks to left. Use thermal vision to spot the landmine on the other side and jump down.

► 3. Follow fence to a container. Climb onto tarp-covered crate in front of door to right. Use thermal vision, then jump off. Climb onto crate to right. Follow wall right.



◄ 4. In room over toilets, climb onto barrels, jump to beam, pull up legs and cross room. When guard below moves to sink, jump on him.

► 5. First freezer, use thermal vision. Hide by low wall, shoot the guard that enters the room, then move to the doorway and shoot the guard in the next room.

◄ 6. Knock out guards, find crate between machines. Jump onto it, then jump onto beam above. Pull up your legs and cross to the next room.

► 7. Go into first stall on left, jump onto wall at back and crawl to end. Deactivate IFF on gun turret, climb into crawl space and fire shots to attract guards.

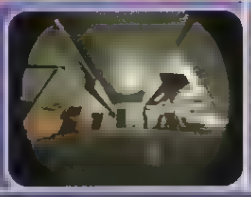
◄ 8. There's another turret in last stall on left. When it turns away, move to centre wall, then run out. When guards approach, duck and hide.

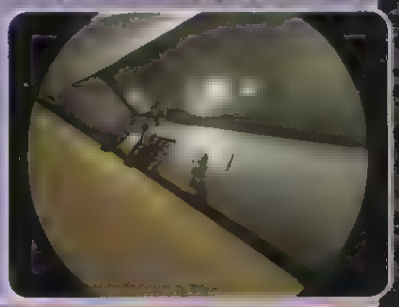
► 9. Attach wall mines to both doorways and one wall near door. Disable IFF on left turret, disable the right one completely and enter right room.

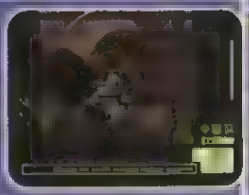
◄ 10. Wall mines should kill first guards. Crouch by wall, make sure no one gets near front of room. Grinko stays near the entrance. Hide and pick him off.

TOM CLANCY'S SPLINTER CELL
TIPPAGE! • THE LATEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST GAMES BUSTED! • TOP TIPPAGE! • THE LATEST

MISSION 9: RETURN TO THE CHINESE EMBASSY







MISSION 10: THE PRESIDENTIAL PALACE

◄ 1. Wait for the guard to walk away, then go to the gap in the fence. Rappel down the cliff to a tunnel. Use your thermal vision to see the laser beams inside and crouch or shimmy along the pipe overhead to cross them.

► 2. Climb out of the tunnel and turn on your thermal vision. You'll see a guard and a dog in the maze ahead. Wait for them to pass, then enter the maze.

► 3. Shoot the light next to the first camera, then take the turning opposite. Do the same with the camera around the corner. Shoot the guard when he approaches and shoot the dog with a Sticky Shocker.

► 4. When you reach the fountain, use the camera jammer to jam the camera behind you and move into the courtyard. Move slowly right and follow the hedge to a seat. Then wait for the camera to pan away and move around it and across to the gate.

► 5. Slide open grill to right of the door. Enter gallery and use thermal vision to see the lasers. When lasers in front of door turn off, position yourself to the right of the door. When two guards exit, sneak in behind them and shoot the guard to your right.

► 6. Use thermal vision to see the beams at the bottom and top of the stairs. Use the double jump to grab the wall next to the stairs and shimmy over the first beam. Jump over the banister to avoid the second one.

▼ 7. In the room by the camera that rotates 360 degrees, use your thermal vision to pass the laser beams. Wait by the bookcase for a conversation to end, then when the guard enters and turns on the light, wait until he has his back to you, then sneak up and knock him out.

► 8. In library, three guards rush in and fire shots. Avoid this by running straight through the doorway beneath stairs. Follow the corridor to the basement and grab Nikoladze.

► 9. Lambert tells you to prepare for a blackout. Turn on night vision and shoot guard on left when dark. Run left, hide behind crates, then pick off other guards, return to library.

► 10. Snipe off Nikoladze when Lambert tells you to, go downstairs and wait in corner to left of dining room. Wait for two of the guards to return upstairs. Use a diversion camera to gas the guard remaining in the dining room. Exit the doors at the end – the game is complete!

MASTER CLASS

Keep getting bludgeoned by the **same boss**? Here's where **our readers** get the chance to help each other out, your generosity **warms our hearts**...

I happen to like *Britney's Dance Beat*, if it's all the same to you.

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

TIP OF THE MONTH

You're a Top Tipster!

THE GETAWAY

The level of detail in *The Getaway* is well reported, but I'm sure that's my Mum walking by that statue.

GTA 3 (PC)

Infinite Run Bonus
Steal an ambulance and press Alt to start the bonus mission. Save 35 injured people and a Health Refill will appear outside save points. Save 70 pedestrians and an Adrenaline Pill will appear. Complete ambulance level 12 to get an infinite run bonus.

Flame Thrower
Put out 20 fires on each island and a Flame Thrower will appear by the save points.

Police Bribes
Kill 20 criminals on each island and you will be rewarded with three police bribes at your save point.

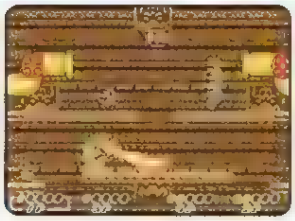
Keep Running
To keep running for longer, repeatedly tap Shift.

Rufus Morgan, Lancs

SUPER MARIO WORLD 2 (GBA)

Extra Lives
On Level 1 of World 2, grab 2 capes, one in case you lose the one you are wearing. Now, on any level with at least one turtle, spin the shell on your cape continuously. After about four or five hits the most lives I got was 18, but there may be more!

Jake Spall, South Yorkshire



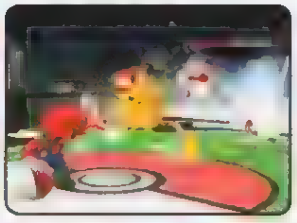
With breath like that chief I really would recommend a decent mouthwash.

SUPER SMASH BROS MELEE (GC)

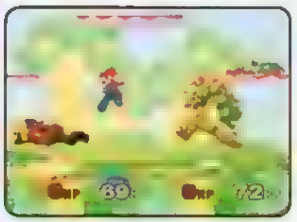
Unlock Young Link
Complete Classic with Ice Climbers with 3 lives on easy, without using a continue.

Unlock Luigi
In Adventure Mode, at the end of the first level make sure the last digit is 2 when you finish and on the next level, instead of battling Peach and Mario, you will battle Peach and Luigi.

Unlock Marth
Complete Classic with Donkey Kong on easy with 3 lives and without using a continue.



Who's so cute now? It's a battle of the big boys down at the Melee.



Surely the tiny plumber can't duff up spikey old Bowser? what? He can? Eep!

Unlock Roy
Complete Classic with Marth, with 3 lives on easy, without using a continue.

Unlock Jigglypuff
Complete Classic on any difficulty, as anyone, with any amount of lives.

Unlock Falco
Complete 100 man melee

Unlock Dr Mario
Complete Classic with Mario, on easy, with 3 lives and without using a continue.

Unlock Gannondorf
Complete event 29.

Unlock Pichu
Complete event 37.

Unlock Mewtwo
Play 700 vs matches.

Unlock Game and Watch
Play 1000 vs matches.

Sam Hornsby, Co. Durham

GTA: Vice City (PS2)

Get the Hunter
Here's a tip on how to get the Hunter without getting 100 hidden packages. Go to the police station in Washington Beach. Put the police uniform on and get into a helicopter. Make your way to the Fort Baxter Air Base. To the north you should see the Hunter Get into it and the army won't attack you because they think you're a cop.

Craig Fennelly, Ireland

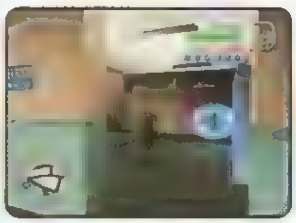
Unlimited Uzi and Colt Python
Go to the Ammu-Nation in Ocean Beach and kill the shopkeeper. Then go down the road towards the Pay 'n' Spray, go behind it and press ▢ to pick up the Uzi. Now go around the block a few times and the man will be back. Kill him again and you'll receive another Uzi. Keep repeating this method to get unlimited Uzi. This will also work in the Downtown area but instead, you will receive a Colt Python.

Helicopters
Go Downtown on the second island and to the police station opposite the fire station. Walk towards the north-east side (the little alley) and up the steps. Up a ramp you will see a police Maverick. If you fly straight (the way the chopper's facing) then bear north-east, you'll see a little VCN Maverick.

Marcus Courtney, Plymouth

That man's so huge he could just stamp on the cars.

That's a rather extreme way to get the moss off the war memorial.



Jeffrey particularly liked the rather pungent turquoise on the bus station walls.

Mate, don't leave your room just yet – your PS2 appears to be on fire.

The Sims (PS2)

Easy Money
At the main menu, hold L1 L2 L1 L2 together and the cheat menu will come up. Enter freeall as a cheat and if entered correctly, you'll hear a Sim say something. Go into Play *The Sims*. Now, buy any house (the cheapest is the best) and then buy as many things as you can. Now restart the game and go back without entering the cheat. Sell everything you bought and you will be loaded.

Ben Hatton, Chesterfield

▲ "Play it Sam. Play *As Time Goes By*." "I don't know that maam, but I can do you a medley of Motorhead ballads..."

LORD OF THE RINGS: FELLOWSHIP OF THE RING (GBA)

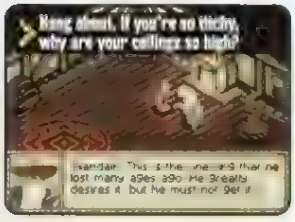
Passing Without Paying
When someone will not let you pass and asks for Pipe Weed or something else, save the game. Select Continue at the menu. When the game resumes, just walk past them.

Willow Willys
When in Hobbiton, you will find some Willow Willys. Keep them — you will get stuck in the old forest later and have to free Pippin and Merry. You still have to talk To Tom Bombadil, but then will not have to search for the Willow Willys.

Unlimited Items
Drop any item and save the game. Go back to the current game, and where you last left your items, there should be another extra item. Do this as many times as desired to get the best item for all players.

Unlimited money:
At the start of the game, you will hear the riddle of the bog shoes from a man. Near that man is a Hobbit hole on a hill. Go up two steps to reach it. Inside are three bookcases. Two are on either side of the fireplace and the third is on the other wall. Search the lone bookcase to get a gold coin. Exit the room and re-enter. Search the same bookcase to collect the coin again. Repeat to get as much money as you like.

Benjamin Coles, Bristol



MYSTERY FOR COLL FEAT

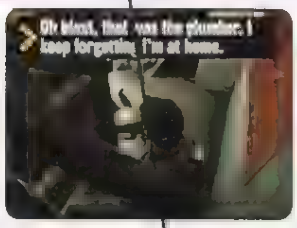
UFO Office
In the CIA Headquarters, after the door with the key code '0614', is the UFO department door. Use the lock pick to open it, then use the computer. Use this code to unlock the next door. Inside are three Sticky Cams and three Sticky Shockers.

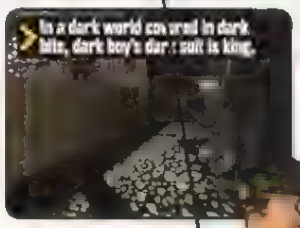
Blocking Doors
If you've alerted a guard, try running into a room with a door that opens inwards. Then stand in front of the door so it can't be opened by anyone else. Guards will often give up and go away.

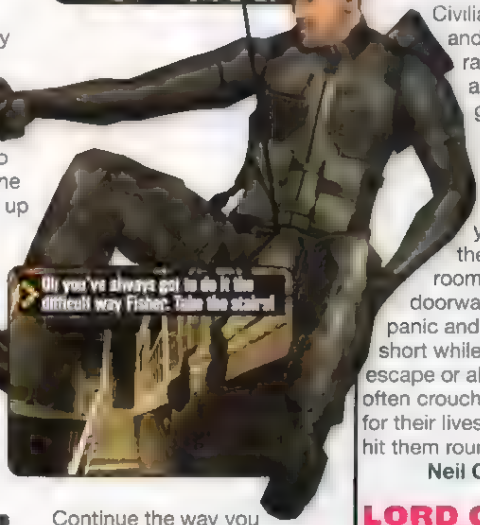
Exiting Rooms
When you're exiting a room and the door opens outwards, crouch behind the open door and use it as cover. Guards won't investigate an opening door. They'll only approach if they see you moving.

Be Ignored by Guards and Nikoladze
In the Presidential Palace, save at the last checkpoint, then instead of entering the final room, go back past the courtyard and up in the elevator. You'll meet two guards that ignore you. Continue the way you came to a hallway and you'll see Nikoladze, who will also ignore you.

Take Less Damage
To lose less health when jumping from a great height, try to either land on a guard or use a silent drop, then press jump when you land.







Retrieving Sticky Cameras
If you've lobbed a camera too high and can't reach it, shoot it with the Sniper Rifle or Handgun. It'll fall to the ground.

Electrocute Enemies
When there are enemies walking through water, shoot a Sticky Shocker into the water. The enemy will be electrocuted - an easy way to kill several enemies at once. Make sure you get out of the water first though.

Civilians
Civilians aren't armed and don't carry radios, so are not as big a threat as guards, but if they see you they may shout - alerting guards - or run to hit an alarm. If you can confront them in small rooms, block the doorway so they can't panic and escape. After a short while, if they can't escape or alert others, they'll often crouch down and beg for their lives. Then you can hit them round the head.

Neil Garaway, London

LORD OF THE RINGS: THE TWO TOWERS (GC)

Tower Of Orthanc level
Beat the game with Aragon at level 10 to unlock the Tower Of Orthanc level.

Fangorn and Tower Of Orthanc background photos
Beat the Fangorn's Forest level with any character to unlock Fangorn and Tower Of Orthanc background photos.

Rohan and Helm's Deep background photos
Beat the Plains of Rohan level with any character to unlock Rohan and Helm's Deep background photos.

Fellowship Of The Ring background photos
Beat the Balin's Tomb level with any character to unlock Fellowship Of The Ring background photos

Easy 'Excellent' rank
When you can play levels over again, use this trick to get an 'excellent' rank. In all of the levels (excluding Weathertop, Amon Hen, Plains of Rohan, Breached Wall, and the Helms Deep), just kill a five or more Orcs at the beginning of the level and get an 'Excellent' rank. Then, run to the end of the level. For example, in the Gates of Moria level kill off the first few Orcs with your Linked Move until the intermission sequence with the arrow and the Orc and Gimli. Then, run to the part where you need to kill the Watcher, and do not kill any Orcs on the way, unless you have to. No Orcs will follow you to the Boss part after you have started it. Kill the Watcher. When your kills get counted, you will have more 'Excellent' kills.

Dean Wetherspoon, by email

SEND YA CHEATS AND WIN TOP GEAR!

[illegible] show the world how great you are at games? We're after all new [illegible] tips, secrets, glitches and cool things you've discovered. As [illegible] as showing the world your gaming prowess, each month the [illegible]der of the best stuff gets a bundle of peripherals for the [illegible]sole (or PC) of their choice from those wonderful people at [illegible]ech. Send your tippage to:
[illegible]rclass, GamesMaster, [illegible]
[illegible], Bath, BA1 2BW.
Or email:
[illegible]terips@futurenet.co.uk.
[illegible] best stuff gets in!

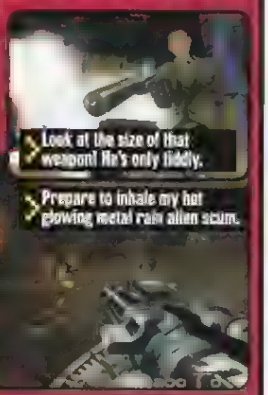
CONSOLETATION ZONE

Stuck in a **darkened room** for days? Just played the same bit for the **hundredth time**? GM's equivalent of **Dear Deidre** is here to help you in your **hours of need**...

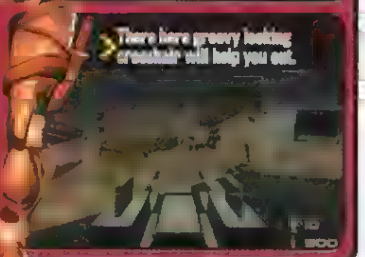
RACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR

TIMESPLITTERS 2

Dear GM,
[illegible] then it says, destroy the enemy fuel drums, but I don't know what to do. I've tried destroying the little drums that are scattered around, but nothing happens. Please help me GamesMaster!
Sean Bowd, Lancashire



You're on the right track. Once you've reached the waterfall, go up the slope, shooting or walking around the back off the gun turret to minimise damage. The first drum is on your left. Enter the semi-destroyed [illegible] in front of the two-story semi-destroyed building and one [illegible] and up the ramp to the roof. [illegible] isn't over - you'll receive a new [illegible] enemy's computers. Return down the ramp and enter the doorway on your right, then destroy the computers in front of you.



SPLINTER CELL

Dear GM,
I'm stuck at the start of the CIA Headquarters level in *Splinter Cell*. It's the bit where there are a couple of guard stations. I don't have a weapon and someone always spots me, either the patrolling guard or the guard in the station. What do I have to do?
John Coles, Bristol

▲ All these tellies and nothing on.

▲ No one there? It's time for a pastie.

Ok John. First off, hide in the shadows at the end of the corridor. Wait as the civilian and the guard talk. When the civilian walks away, stealthily walk past the first window and hide in the shadows. There's a guard in the next station who constantly moves from the window to the back of the room. Wait until he is facing away, the patrolling guard is walking away and the civilian is walking towards the closet, then stealthily walk past the guard station and hide in the shadow between the open door of the station and the closet door. Knock out the civilian in the closet - make sure you block the door to ensure he doesn't escape - then turn off the light. Return between the doors, wait until the patrolling guard is walking away and the guard in the station is facing away, then sneak into the station and knock the guard out. Get the data stick and turn off the light in the room. Now, when the patrolling guard is out of sight, you can enter the key code door (the code is 7687). Sorted.

METROID FUSION

Dear GM,
[illegible] *Fusion*, in Sector 4, where you [illegible] sector from the start? [illegible] your left, then go left, through the room and the left door. Run past the small room and climb up the shaft in the next room, then bomb the blocks under the ladder and use it to go left. Drop to the platform below the chains, then go left and jump through a gap in the ceiling to a hidden area. Go right, use the Save room, then return to the previous room and use wall jumps to get up the short shaft. Use bombs on the horizontal block to uncover a tunnel, then bomb the left wall. Roll left and use another bomb to get some missiles. Climb the small ladder and fire a pair of missiles left to uncover a passage, enter it and keep going until you reach a [illegible] door at the top of the room, then to the [illegible] tunnel. Use a bomb to blow the blocks below the ladder and take it to the other side and jump through the gap in the ceiling to a hidden area. Climb to the top of the ladder and roll through a hidden passage on your left for missiles. Return to the large water room, use bombs on the left wall and continue to the next room. Shoot the large block above you and work your way to the top of the shaft. Use the Save room at the top, and bomb the crack in the right wall. Enter the next room, bomb the block, then continue to the next room. Go right to the next room, climb the shaft and destroy the barrier. Now you can face the big boss - good luck!

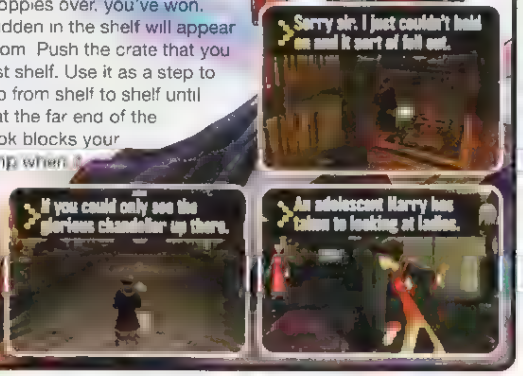
ETERNAL DARKNESS: SANITY'S REQUIEM

Dear GM,
[illegible]

HARRY POTTER AND THE CHAMBER OF SECRETS

Dear GM,
I'm stuck on *Chamber of Secrets* on PS2. I would like to get past the bookcase bit. Can you help?
Peter Lynn, via email

When you enter the room with the bookcase moving towards you throwing books, throw Flipendo at it. When it topples over, you've won. Two ghosts that were hidden in the shelf will appear and float through the room. Push the crate that you find in the trail to the last shelf. Use it as a step to get onto the shelf. Jump from shelf to shelf until you reach the balcony at the far end of the room. When a flying book blocks your way, Flipendo it and jump when it is down. Don't jump when a ghost is between you and the next shelf, wait until it disappears. On the balcony you will find the Skurge spell. All sorted mate.



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www.playstation.disneyeurope.com
uk.playstation.com

WE ARE 10

SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION

SPECIAL BIRTHDAY ISSUE!

Celebrating a decade of consoles, games and the UK's finest publication!

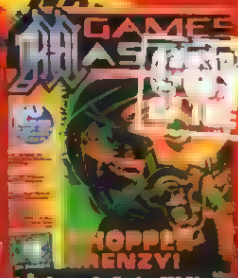
Shining like beacon for all those yearning for videogame truth and justice, acting like a close friend leading you by the hand through the rise and fall of consoles, passing fads like "the internet" and games based around barcodes, there has been one constant, one true voice. For the last TEN years GamesMaster Magazine has been keeping it strictly games, standing tall while other publications have come and gone, a place of refuge offering warmth and shelter from the uncertain world that is videogames. To celebrate our tenth anniversary we'll be taking you through the each year highlighting the best games, the best covers, fave characters and all the consoles we've had to wrestle with. Also collected together a few special memories that chart the history of your favourite multi-format mag. Read it and weep...

WE STARTED HERE...

Way back in 1993 GamesMaster Magazine was launched by Future Publishing as the official mag of the Channel 4 programme of the same name. Jim Douglas, the first ever GM Editor, vowed that 'every issue we'll be giving you the latest from the video games scene, with the best reviews, the most useful tips and the hottest previews'. Also it included loads of news from the TV show, with presenter Dominik Diamond's own column each month. And we'll have more about the TV show next month including the last episode on DVD! Channel 4 stopped making the show in 1997, but GM the magazine kept going and became the market leading read that you see before you.

1994

COVER OF THE YEAR



STREET FIGHTER 2 TURBO

Quicker than the original, you now could fight as the bosses and Blanc-Li got a fireball. This was the ultimate in beat-'em-ups at the time and the reason why the words Sha-Rou-Kan mean so much to so many gamers.

Reader Strike for GM 64.

GAME OF THE YEAR

COVER OF THE YEAR

TEMPEST 2000

We went mental (perhaps literally) for this sense assaulting shoot-'em-up on the Jaguar. Pilot your claw

MK 2 heads up GM 20.

AMIGA

From: Commodore Released: 1985

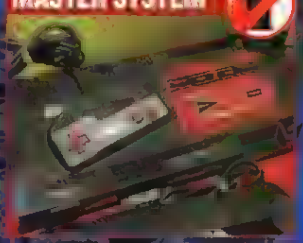
The 16-bit Amiga which looked like a proper computer and everything, was the king of the world in the early 90s, seeing off the challenge of the Atari ST.

NES

From: Nintendo Released: 1987

The 8-bit grey box took Japan by storm in the early eighties, but only reached the UK in '87. Thanks to games like *Super Mario Bros 3* it was still going strong in 1993.

MASTER SYSTEM



From: Sega Released: 1987

While the NES conquered the world it was this cart-based console from arcade kings Sega that had the UK hooked. Was still shifting games six years after its release.

GAME BOY

From: Nintendo Released: 1989

The most popular format of all time was facing it's stiffest competition with two other handhelds available in 1993, but soon proved that it was indestructible.

LYNX

From: Atari Released: 1989

Was able to squeeze arcade games like *Gauntlet* and *Shadow of The Beast* into its sleek portable case, but had already been pummelled by the GB by '93.

GAME GEAR

From: Sega Released: 1991

Good colour graphics, was more powerful than the Game Boy and was well served by games like *Sonic* and *Chuck Rock*, but ate batteries like Kojak ate lollies.

MEGADRIVE

From: Sega Released: 1991

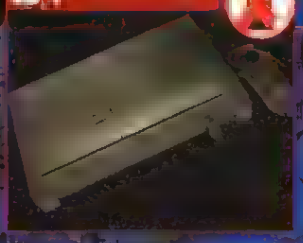
Advertised by a man sitting in a special 'games caravan', the MegaDrive was a huge hit in the UK thanks to games like *Sonic* and *John Madden's* finest.

SUPER NES

From: Nintendo Released: 1991

It was in the middle of the SNES's bloody battle with the MegaDrive that GM was born. For Nintendo it was the almighty *Street Fighter 2* that made it a must have.

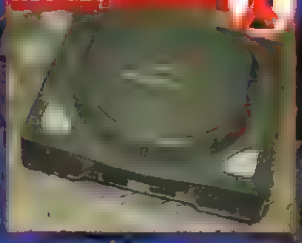
CD-I



From: Philips Released: 1992

An attempt by Philips to create a complete entertainment system. Looked like a video recorder, played CD movies and 16-bit games, but lacked the software support.

NEO GEO



From: SNK Released: 1991

It was like having an arcade machine in your house. It bullied both the MegaDrive and the SNES in terms of capability. But you had to pay a hefty £200 for each game!

TEN YEARS OF CONSOLES

Back in 1993 GM's games room was a thicket of wires, joypads and glossy plastic as we had EIGHT different formats fighting for our attention – the SNES, MegaDrive, Master System, Amiga, NES, Game Gear, Game Boy and the Atari Lynx!

Now if's like those apples, or bananas if you prefer, there's the list of all the consoles we've dealt with rated with a tick or a cross indicating just how successful they were. To kick it all off here are some consoles that didn't make it to the UK...

SUPERVISION

Incredibly cheap handheld from Quickshot which allowed you the thrills of playing *Tetris 2010* and *Happy Racer*. But no one bothered.

NEC PC ENGINE

The 16-bit super console launched in Japan in 1988, used CD ROM technology in 1991, offered arcade perfect conversion, but was only available in the UK at expensive import prices.

VIRTUAL BOY

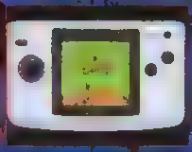
Oh how we can laugh with the benefit of hindsight. This was Nintendo's attempt at combining Virtual Reality and the Game Boy, but only succeeded in giving everyone a headache. The first Nintendo failure from the blokes who created the Game Boy.

MEGA 32X

The mushroom shaped Project Mars was another doomed Sega add-on that was supposed to make the Mega Drive a 32-bit machine for only £150! But with Sony releasing the 'PS-X' and Nintendo developing 'Project Reality' no-one cared.

SEGA NOMAD

Sega's 16-bit handheld sadly lived up to its name and lived a pretty lonely existence despite being heralded as a hand-held MegaDrive.

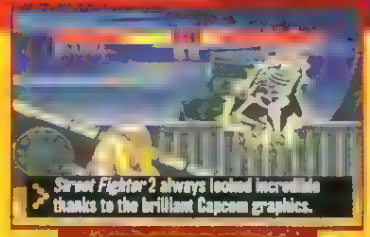


POCKET NEO GEO

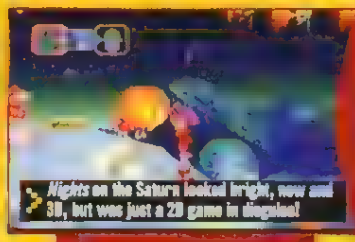
Another handheld seen off by the Game Boy. Great graphics, some tidy games and a very satisfying D-pad, but the GB is just invincible!

LOOK HOW FAR WE'VE COME

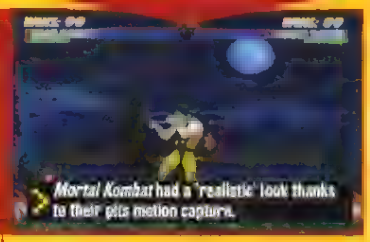
Back in 1993 we were astounded by the incredible graphics in *Mortal Kombat*. In 1995 we challenged you to 'turn on your TV and try and spot the difference' between *Total NBA* and real life basketball and today we get goose bumps looking at the grass in *Halo*. Here are some screen shots that prove that games have really come a long way.



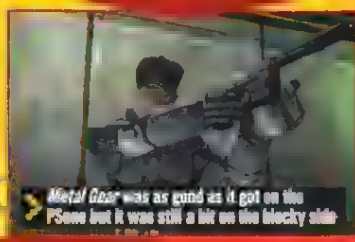
Street Fighter 2 always looked incredible thanks to the brilliant Capcom graphics.



Nights on the Saturn looked bright, new and 3D, but was just a 2D game in disguise!



Mortal Kombat had a 'realistic' look thanks to their pits motion capture.

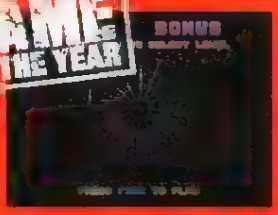


Metal Gear was as good as it got on the PSone but it was still a bit on the blocky side.

Not much can match *Resident Evil* on the GameCube for detail, lighting and style.

1995

GAME OF THE YEAR



COVER OF THE YEAR

Xmas horror epoch in GM97.

GAME OF THE YEAR

SEGA RALLY

It's the Saturn's brief turn in the sunshine with this fantastic arcade conversion. Superb handling, challenging circuits and graphics that seemed unbeatable at the time. At the time, mind.

MEGA CD

FROM: Sega RELEASED: 1993

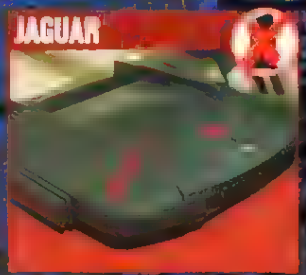
Heralded as 'gaming's future' and enabling gamers to play such enduring games as *Sewer Shark* and *Night Trap*, the Mega CD was a giant flop – a £299 per unit flop.

AMIGA CD-32

FROM: Commodore RELEASED: 1993

The first ever 32-bit console was pretty much a keyboard-less Amiga. Nice idea but even tantalising titles like *Zool* and *James Pond* couldn't save it from an early grave.

JAGUAR



FROM: Atari RELEASED: 1993

It was the most powerful console about but failed as no one else but Atari developed the games. It used pricey carts and had a pad with more buttons than a Pearly King.

3DO

FROM: Panasonic RELEASED: 1994

It was the creation of Trip Hawkins who thought he could take on Sega and Nintendo with his 32-bit console. It was going to change...but wasn't. Nice one Trippy!

GM HERO – SCORPION

Automatically cool because he's a ninja and has one of the greatest taunts in gaming – 'C'mere!' Direct and to the point.

PC

FROM: Inside of jackets RELEASED: Ages ago

The PC was never seen as a gaming option, especially with the Amiga and ST around, but all that changed when Windows 95 made it much easier to run games.

GM HERO – RYU

The icon of the *SF2* phenomena dressed like a kung-fu master should, and was all about the fighting.

SATURN

FROM: Sega RELEASED: 1995

After the success of the MegaDrive, Sega were confident the 32-bit console would close-up, but relied too heavily on arcade hits and couldn't handle 3D graphics.

PLAYSTATION

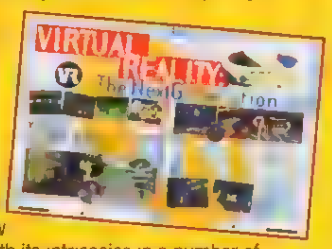
FROM: Sony RELEASED: 1995

It was the console that took gaming to the mass market and made Sony a player in the games world thanks to fantastic third party support and essential games like *MGS*.

ON THE PULSE!

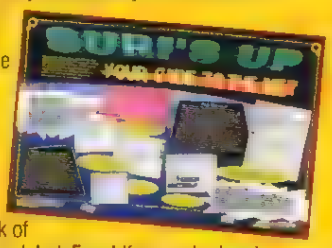
The GM Team have always had their finger on the pulse of new technology There wasn't a breakthrough in the world of gaming that GM didn't break down for you in our own unique style.

VIRTUAL REALITY



Oh yes! Gaming in the future won't consist of holding a joypad and sitting in front of a telly, it'll be entering cyberspace via pair of large sunglasses, that will suck you into a whole new reality! GM got to grips with its intricacies in a number of features and in GM35 (Nov 1995) we declared that VR was 'not just a fad' and was 'definitely here to stay'! We can't wait!

THE INTERNET



In GM27 (March 1995) we sat you down and answered such demanding questions as 'What exactly is the internet?' to which we replied 'an INTERconnected NETwork of computers that spans the globe'. Easy! If you asked us to demonstrate with a drawing we might have come unstuck, though it would probably involve someone on a surfboard.

POKÉMON

Way back in March 1998 in GM66, we were all over the new phenomena sweeping Japan like a rash! As we explained 'forget the 64DD, *Pocket Monsters* is where the N64 is headed'. Wise words indeed, but get this for a grasp of just what the game would entail - 'choosing between two children - 'Red' or 'Green', the player must scour the *Pocket Monsters*' world for said beasts'. Let's go!!

CONSOLE TRENDS

It was Christmas 2000, the PS2 just had one of the worst console launches ever, the N64 had given up the ghost a long time ago so the one shining light in the world of games was Sega's Dreamcast. So in GM 102 in a wonderfully written buyers guide we recommend that your Xmas money should go to the console that offered 'value for money, online capability and superb games' - yes, the Sega Dreamcast! Then three months later in March 2001, Sega stopped manufacturing the DC and gave up on consoles completely. Oh well, if it's any consolation, staff members Robin, Paul and Jonnie all got one as well

GM HERO MARIO

How could we not include Mario! Adventurer, tennis player, golfer, fighter, lover, gentleman, [illegible] course, [illegible]

1996

COVER OF THE YEAR

Import *Mario 64* in GM48

GAME OF THE YEAR

TOMB RAIDER

The highlight of a fine year for the PlayStation (although it was a Saturn exclusive), Lara might have gone on to be the superstar but *Tomb Raider* the game should get the credit – a superbly crafted 3D action adventure. [illegible] Tekken 2. Sorry.

1997

COVER OF THE YEAR

Arcade *Tekken 3* in GM 52

MARIO 64

Any game that [illegible] deserve to be the top game, has to be special and there [illegible] should that Mario 64.

N64

Nintendo — RELEASED: 1996

The N64 was truly a super-console. Suffered with third party support because of its use of cartridges, but had some of the greatest games of all time ...

GM HERO LARA CROFT

May have suffered [illegible] exposure, but for a time in the late 90s she was the epitome of gamers' new found cool.

CELEBRITIES

Through the years, GamesMaster has attracted many a celebrity hoping to raise their profile by proving their games prowess to our thousands of readers. But we wouldn't take anyone, only the cream of the glitterati could grace our pages...

East 17! Bob!

Samurai! Wha?

Right Said Fred!

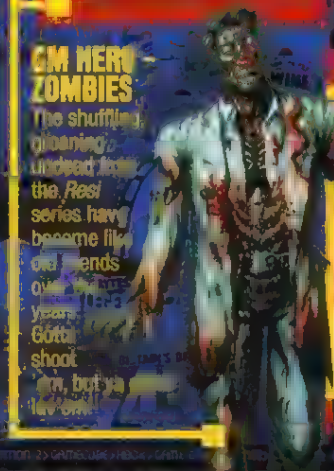
The Prodigy!

2 Unlimited, Really!

The Monkees!

The Utah Saints! C'mon!

GM HERO – ZOMBIES



The shuffling, groaning, undead from the *Resi* series have become like old friends over the years. Gotta shoot 'em, but ya love 'em!

THE LEGEND OF LES ELLIS

If there's one man that left his slightly creepy imprint on GM more than most, it's that cheeky, tight-jeaned Prince of Darkness, Les Ellis. Starting as a pale faced Staff Writer in GM01, Lesmond filled nearly every role till his departure as a pale faced Dep Ed in 1999 during the making of GM90! He left to work for an arch rival publication, and after successfully helping GM tighten it's grip on the market has since moved on to become a stuntman Only joking, he's a producer for Pocket Studios.

Les fresh faced in 1993

Trying a new look for '95

Acting crazy in 1996

Gone all Britpop in 97

Contemplating in 1998

Ready for a move in 98

GM OFFICE FAVOURITES

STREET FIGHTER 2
Way back in 1993, this was the game to play. You were paid very little respect if didn't know the nuances of Guile, Ryu or Ken. Or if you liked Vega.

MARIO KART 64
Days would be lost hurtling around the Wario Stadium. Just two rules – you had to use the lightning as soon as you got it, and don't let Les win. Respect goes out to the finest karter ever – art ed Chris Bates.

VIRTUA TENNIS
The doubles matches became so frequent in the summer of 2000 that our only copy of *VT* was hidden by then GM Editor Dan Griffiths. A true spoil sport if ever there was one.

HALO
Recently it's been a Deathmatch on the Sidewinder level that has swallowed up many a lunch break/afternoon. Unlimited grenades and more camping than the Scouts.

TOP TEN WORST CHARACTERS

KEN
Up-himself poncy slacker who wore red pyjamas and had girls hair. Essentially he was Ryu for fools.

RAYMAN
Looks like a collection of turds floating in a toilet. You should worry about anything that claims to have a 'magic' fist.

TIM HENMAN
The Volley Master in *Virtua Tennis* promised so much, yet delivered so little and had teeth like charcoal briquetts.

DIZZY
A hard boiled egg with a hat on – congratulations to everyone involved in coming up with that one. Nice going fellas…

MR MIME
There's many a poor Pokémon try-to-be, but none were worse than this spindly shower of shinola.

THE ARMY MEN
The whole of Nads Army should take collective responsibility for their relentless onslaught against everything that is good in gaming.

BUBSY THE BOBCAT
The smirking 'and me' cartoon pussy, protected kids from bad fairytales. Cheers Bubsy, you minky streak of wee.

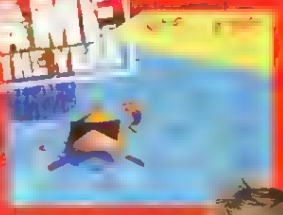
SPYRO
The 'My Little Pony' of dragons. Prances around like a fairy and looks like one of The Artist Formerly Known As Princes' turds.

PAUL PHOENIX
The Ken of *Tekken*. Fights bears, loves men, always had an excuse for losing and dresses like Gary Glitter.

SLIPPY THE TOAD
Talked like a big man, but then wept like a small child whenever he was in trouble – which was every five secs.

1998

GAME OF THE YEAR



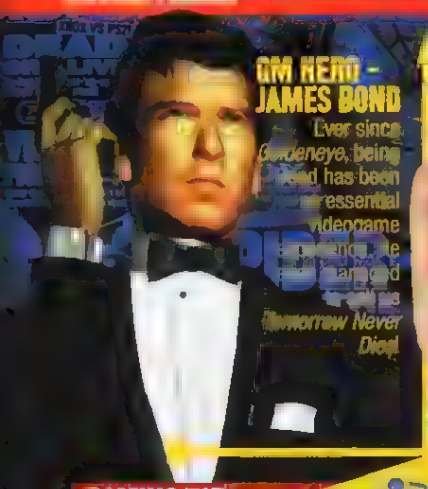
COVER OF THE YEAR

GM73 heralds a new look.

GAME OF THE YEAR

LEGEND OF ZELDA: OCARINA OF TIME
Voted the best game ever by you readers in GM100, Shigeru's masterpiece is a combination of nifty plot, loveable characters, intuitive controls and pure Nintendo magic. An essential experience.
[illegible] Gray Turkey, Resident Evil 1

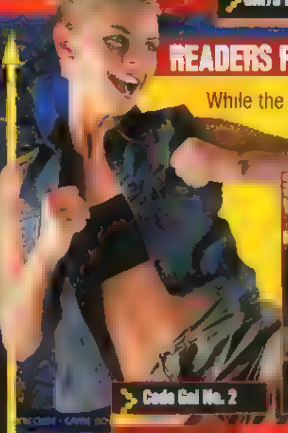
GM HERO – JAMES BOND



Ever since *Goldeneye*, being a fan has been an essential videogame [illegible] *Tomorrow Never Die!*

READERS FAVOURITES

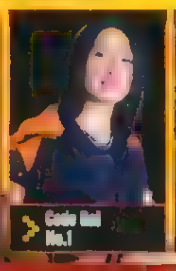
While the GM Team has usually been made up of scary looking man-children, there have been a few blushing belles who have captured the hearts of many a loved-up reader. Here's a quick reminder.



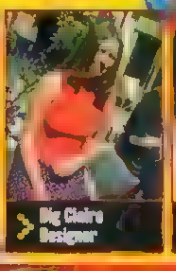
Code Gal No. 2

Nicola Kennie
Production Ed

Lisa Kellet
Art Editor



Code Gal No.1



Big Claire
Designer

Code Gal No.3

Cathy McKinnon
Art Editor

GAMING TAT

MARQUADIAN CONSOLE TIDY COTSWOLD EXPORTS
It's a yellow tray. A tray that's yellow, that costs £20 pounds. Twenty pounds worth of tray, that's yellow. Incredible!

EVOLUTION CONTROL SYSTEM GAMESTER
Tilt technology fitted into a fingerless glove which allowed you to 'concentrate on the game and not which button to press'. Just how much concentration did they think it takes to press the D-pad!? Ay caramba!

SPIDER-MAN LIGHT NAKI
He's the world's favourite superhero yet he's subjected to the ignominy of holding up a small light bar so you can see your GBA. What happens if his arms get tired?

UNION HEAD SET UR GEAR
UR Queer more like. Might have been practical, might have worked but it made you look like a complete tit.

THE VIDEO VEIL FLASH JACK
This incredible game enhancing hood was never reviewed in GM but surely it would have been heralded as the greatest peripheral ever. It's a shroud that allowed you to play your hand-held in a secluded world of your own. Incredible!

GM HERO – SOLID SNAKE

He's hard as nails, he's got a tattoo and he's not afraid to use it. He could do with losing a little bit of weight, but he's pretty cool.

GM HERO – THE ROCK

He's the electrifying [illegible] entertainment [illegible] appearing in movies [illegible] wrestling [illegible]

THE TEN YEAR TIP SURVIVAL GUIDE

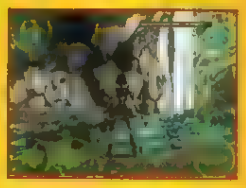
Here's a selection of gaming tips, secrets and techniques that have proved most valuable to us over the last 10 years.

STREET FIGHTER 2

To execute a Shou-ryu-ken with Ken or Ryu you must press - F, D, DF+P. It's an excellent anti-air attack. Use with the weak punch for a quick recovery, use with a strong punch for a double hit.

TOMB RAIDER

In Midas Palace here's how to turn the lead bars gold. Follow the passage into a chamber with the statue of Midas Advance towards his right hand, but do not climb on it. Stand next to it and press action, Lara will choose the first lead bar and rub it on Midas' hand. It will turn into gold Place them in the gold bar alcoves to open the door



1999

COVER OF THE YEAR

SOUL CALIBUR

> DC launch in GM 90.

GAME OF THE YEAR

METAL GEAR SOLID

Hideo Kojima's beguiling stealth-'em-up captured gamers' imagination as you got to creep around, hide in cardboard boxes and everything! Felt fresh, looked incredible and is still extremely influential.

RUNNERS UP: Half Life, Soul Calibur

2000

COVER OF THE YEAR

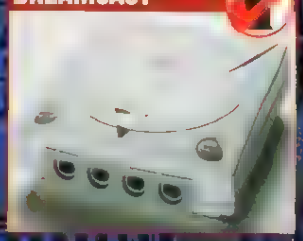
POKÉMON STADIUM

> Another new look in GM94.

DEUS EX

A bit of an "adventure" for the console market, [illegible] the release of a PC first person shooter port.

DREAMCAST



FROM: Sega RELEASED: 1998

Sega shot their bolt early again with this 128-bit wonder that was first console to offer online gaming, and had some top games, like Shenmue and Virtua Tennis.

SMACK!

GM HERO – PIKACHU

The chatty yellow electric mouse thing was [illegible] the cute character evolve to have lightning attack. Pikachu's crooked tail.

PLAYSTATION2

FROM: Sony RELEASED: 2000

It's Sony's magic toaster. Despite a budged launch and some lacklustre early games it's gone from strength to strength, becoming the UK's leading console.

IT MADE SENSE AT THE TIME...

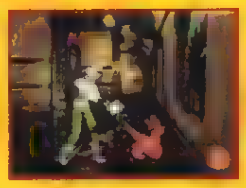
While we always try to pack GM with the best that gaming can offer each month in the best way possible, sometimes we've made the odd misjudgement. With the benefit of hindsight here's some content that could have done with a bit of a rethink.

Dan Griffiths during his interview for GM Editor

> A man, dressed up as gorilla, testing joypads. It can only be Grip Champ!!!

> Some brave, or should we say completely crap cover choices. We live in shame. Ugly footballers, bad magic and Tim Tucker's worst ever publishing moment!

RESIDENT EVIL



You will collect two Doom books - one red, one blue. One found in the study and the second is found behind one of the rolling boulders. Examine both books, make sure that the page leaves are facing you. Press the 'Examine' button again - the books will open revealing emblems inside which must be placed at each end of the pond to reveal a stairway leading to the last level. Blimey - the number of calls we had on that one!

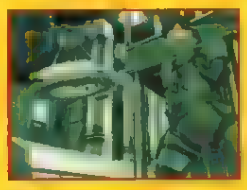
MARIO 64

Collect all 120 stars, shoot yourself out of the cannon to the top of Peaches Castle, chat to Yoshi then receive 100 lives and a new triple jump complete with star effects. Looked nice but is actually completely useless as if you start the game again you lose it all. Unless you want to play for 100 lives that is…

MARIO KART 64

When steering round a corner hit R1 to go into a slide. Keep hold of R1 then flick the analogue stick back in the opposite direction. The kart's exhaust fumes should go from white to yellow. Flick the stick back in the steering direction, the fumes should go red, now release R1 for a speed boost. Les was *Mario Kart* king for a while before he shared this one.

MGS 2



Hold up a guard by sneaking up behind him pressing [illegible] and holding down square. To get in front of him, release [illegible] and run the other side. Return to the first person view, press ⊗ to crouch and aim at the guard's nads. Then quickly put away your weapon with [illegible] and punch the guard in the privates with ◎. Laugh? You'll wet yourself.

MORTAL KOMBAT 2

Finally - you got to BE a four-armed character. But only for two seconds.
Playing as Shang Tsung, you had to hold down Low Punch for 30 seconds - yes that's a full half a minute and no skimping! Then you've got to win in order to do the long-awaited Kintaro fatality. Ding dang doo!

GOLDENEYE

To become invincible just like Bond is in the films press R + Left, L + Down, Left, Up, Down, R + C-Left, L + C-Left, L + R + Left, L + R + Right, L + C-Left at the cheat menu. You will hear a sound that will confirm you've entered the code in correctly. Exit, then return to the cheat menu to access the option you've now unlocked. Now you too are impervious to bullets.

STAR FOX

Here's how you can get to face a giant one arm bandit in top secret area in Nintendo's SNES shoot-'em-up. First, take the bottom course to first space stage, then blast the meteor till a huge bird appears. Swoop down into the bird to find an intergalactic slotty which you can blast to unleash intergalactic effects!

MAX PAYNE

At the end of the second level you will find a grenade. Pick it up and take it all the way back to the start of the level. There you should find a hole in the wall. Arm the grenade and then throw it into the hole. Your reward for all this effort is to be faced by two Desert Eagle wielding rodents. Now that's what we call real mean meeces! Hide the cheese - now!

2001

GAME OF THE YEAR

COVER OF THE YEAR

>GTA3 exclusive in GM113

GAME OF THE YEAR

GRAN TURISMO 3: A-SPEC

The game that period up a difficult first year for the PS2, that wowed us all with its unparalleled physics, handling, graphics and options. A driving sim so tight that if you stuck a lump of coal up its ass, in two weeks you have diamond. [illegible] Mario Kart: Super Circuit, Pro Evolution Soccer

2002

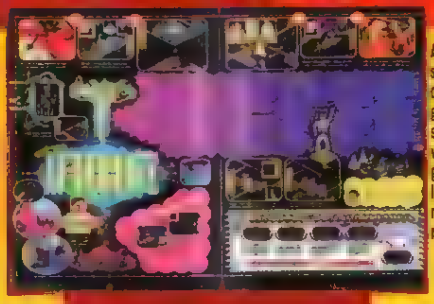
GAME BOY ADVANCE

FROM: Nintendo RELEASED: 2001

Nintendo celebrated their dominance of the handheld market by updating the GB. Bigger screen and boasting a 32 bit CPU, it's the only choice for gaming on the go.

GM HERO - TONY HAWK

Still one of the most hamstrung games of the last few years. And he's a real person!



As the original GM TV show was set on an oil rig, we used oil gauge logos on the score panel. Also we were big fans of gloomy, gothic looking pages. It was really mean and moody...Honest!

By 1998 it was time to ditch the dungeon look and go for a brighter breezier approach. Lots of headache inducing bright colours and of course the famous game graph that charted a game's goodness with lines!

THE CHANGING FACE OF THE GM

Always eager to reflect the trends in gaming with cutting edge design, GM has had it's fair share of makeovers. It all started with a New Bad Future fusion of mechanics and fire, but has evolved into the stylish expression of love for games you see before you. Here's how…

XBOX

FROM: Microsoft RELEASED: 2001

Microsoft released what is still the most advanced console ever built. Has gradually taken a foothold in the market thanks to some very aggressive price cuts.

GAMECUBE

FROM: Nintendo RELEASED: 2001

Nintendo remain in the console war with this condensed rectangular-prism of fun. Keeping it strictly games it's the only place where you can play *Mario* and *Zelda*.

2003

>GM124 lays the SmackDown!

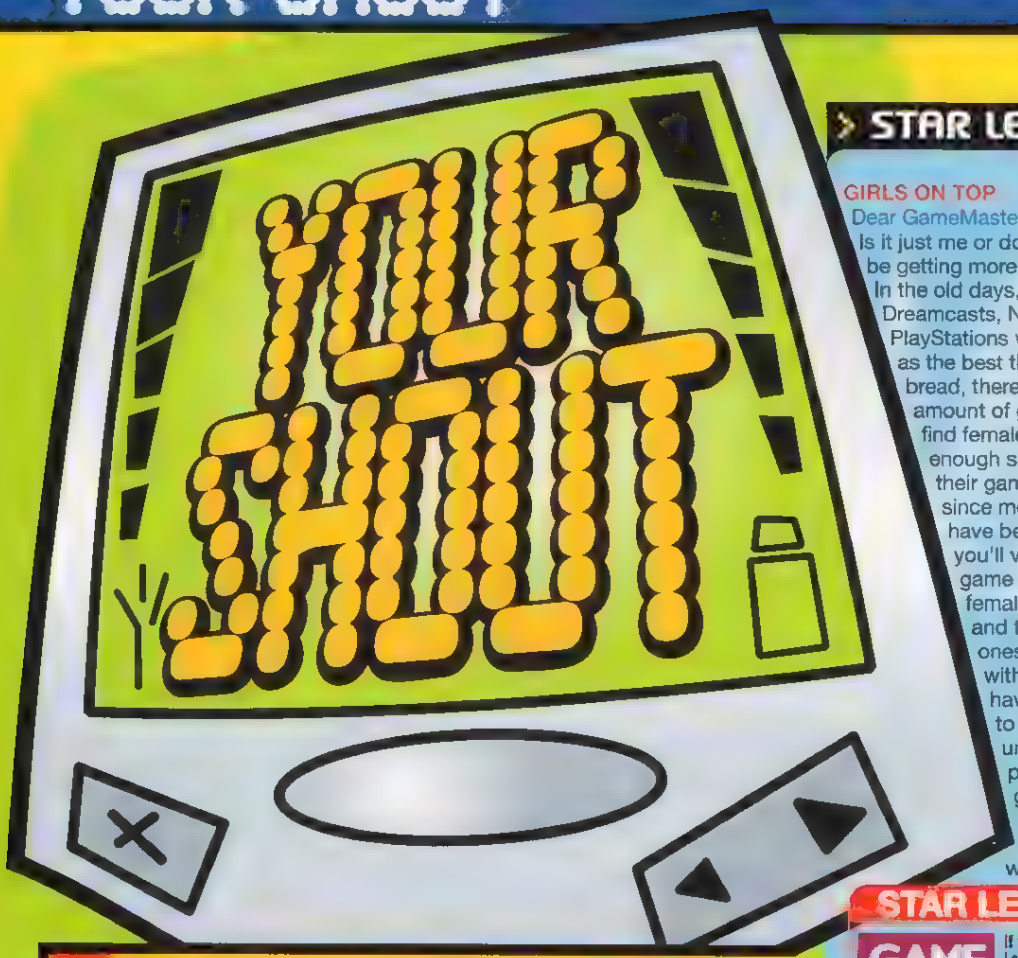
COVER OF THE YEAR

GRAND THEFT AUTO: VICE CITY

A game that is streets ahead of the competition in terms of variety, character, sound, freedom and sheer unadulterated attitude. Such is the power we've been listening to Hall and Reno in the office. [illegible] Halo, Advance Wars

GAME OF THE YEAR

The saga continues! Here's to the next 10 years of GM...



A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 65.

Want to yell at us because you disagree with something you've read in the magazine? Or got a good idea you want to share with your fellow gamers? Or do you just want to talk nonsense to the world? Well this is where you can do it. Simply e-mail your comments to: gamesmaster@futurenet.co.uk, or stuff them in an envelope, fill out the coupon (or copy it out if you don't want to damage your mag) on page 65 and send them to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. The best one will win a top game on the format of the writer's choice. Get scribbling – but please don't send any poetry.

THE EDITOR • Robin Alway

Dear GM,
Over the years I have watched Nintendo's popularity grow. But I was disgusted when I finally saw the Nintendo Gameboy Advance SP. Firstly congratulations on the wonderfully creative name. GBA SP- yeah like that's going to sell. Next what happened to the idea of a backlit screen. We don't want some stupid light. And last but not least Excellent shape!!! It kind of reminds me of a....a...erm...oh yeah a square...erm...thingy. If there is anyone who actually does buy one it'll only be for the fact that it's got a mobile style battery charger. I'm afraid me and my friends are not going to empty our pockets for that crap. I'll just stick to Sony.

Haren Patel, Stanmore

Blimey, you're quick to judge, Haren. No sooner were the first hazy artist's impressions of the GBA SP out on the web than this letter came winging our way. I take it then that if it turns out to be the best gaming thing ever and all your mates get one you still won't buy it on principle, eh? Give it a chance at least mister – you might just like it.

STAR LETTER

GIRLS ON TOP

Dear GameMaster,
Is it just me or do games seem to be getting more and more sexist? In the old days, when Dreamcasts, N64s and PlayStations were thought of as the best things since sliced bread, there was just a small amount of games that didn't find females a worthy enough sex to have on their games. But ever since more consoles have been released you'll very rarely see a game with sensible female characters – and then the only ones that do bother with them hardly have more than four to begin with. I understand that the people who make games will think that not many females will want to play with them, but I'm sure that lots of other girls who love playing things like *Mortal Kombat*, *Tekken* and *Halo* will agree that only the sad, airhead bimbos will say they don't like playing on games. So why don't games designers bother much with female characters any more?

Louise Stafford, Lydney, Gloucs

Oh I don't know – just look at some of the games with women in over the last few months.* BMX XXX, DOA Beach Volleyball, Vice City *– ah yes, we see your point now. But it's not all bad. In coming months we've got strong female characters the like of Samus Aran in* Metroid Prime, *Rebecca Chambers in* Resi 0 *and Jen in* Primal *– heavens, even Lara's back in a couple of months. So hopefully this is just the start of a whole new girlie gaming world. Oh yes!

STAR LETTER

GAME

If you're the Star Letter writer, you'll win the game of your choice on any format, courtesy of our mates at Britain's top games store – GAME. Get scribbling and you could be a winner!

gamesmaster@futurenet.co.uk

Hello,
I am one of the legions of fans of *Vice City*. I don't own a PS2, so I have to go round my mate's house to play it. I was absolutely ecstatic when they announced the release of *GTA: VC* on PC. I recently went to several shops and they have all told me that *Vice City* will NOT be released on PC. I don't know who destroy first. I'm not sure who's fault it is, but someone's gonna pay. You can't just release *GTA3* on both formats, and then release *Vice City* on one. You built millions of people's hopes up, and then knocked them back down again. I think it's a disgraceful act of disrespect, and I hope others feel the same!!! The reason why I think that Sony are so greedy is because they know that they can make more money selling a console.

Jamie Gregory, Fife

Hold your horses Jamie and take that hand out of the knife draw because we've been on the phone to Rockstar, and they tell us that the PC version of Vice City really is happening – but not until around June. So go back down that games shop and tell 'em where they're wrong.

Dear GM,
I have been thinking lately and wouldn't it be better if Microsoft (Although I hate to say it), Sony, Sega and Nintendo joined forces to create the X-CubeStation? Although there should be choice, I have had to go out and buy a GBA, a GC, a PS2 and PC just so I can get a decent selection of games at hand. It's annoying that *Halo* is exclusive to the Xbox, *Getaway* for PS2, *Mario* for GC and the like. I want to have one thing that plays music, VCDs, DVDs and most importantly of all, every single game...EVER!!!!!!!! Have a word with Ninty, Bill and the Sony guy...please!!

King Vamp, by email

Oh yes! Wouldn't it be such a lovely world if everybody could love each other and get along. Sadly Mr Vamp (did your mum christen you that?), this is a world of commerce and I don't think it's in any company's interests to join forces and do it for the kids. But we'll have a word with Bill next time we see him down the Coach & Horses. I'm sure he'll be up for it.

Dear GM
I'm concerned about the kids that have mums who won't let them buy *GTA* games. So I think they should make a kids version of it. Instead of

guns they should have water guns, BB Guns, waterbombs and slingshots. Instead of bank robberies they could have kids trying to escape from detentions and build up a gang of friends, so the kids that are missing out can have a more clean version.

Arren Lewis, Walthamstow

That just sounds like being at school Arren - and where's the fun in that? And anyway, you can have someone's eye out with a BB gun you know.

Dear GM,

This mag has an opinion page called *Your Shout*. Why can't people get it into their heads it isn't called the *Complaint Page*. By the looks of things everything is bad in the gaming world. You may be able to say that I am complaining, but I'm not complaining about how crap lame games and consoles are. Let's give the guys at Ninty, Microsoft and Sony a break and just raise a glass and say "good job so far". They are trying to solve all our gaming needs, after all.

Stephen Meadows, Sittingbourne

Imagine our pain Stephen. Every week we get a stack of letters telling us how rubbish Vice City is, or how biased we are against the GameCube/ Xbox/N64. Let's have a few more positive letters, eh. Or would that be a trifle dull?

Dear GamesMaster

A mate of mine just had some serious damage done to his PS2 because of the labels some rental outlets used to put on their PS2 rental games. Now, my mate has his PS2 in the vertical and he was told by Sony's people that because of the position the deck was in, the labels made the discs "pull heavy" to one side, and wore out the piece inside the console that reads information. Because of this my friend had to send his deck away for Sony to repair to the tune of £120! Plus it's taking two months to get the deck back! I'm also told that rental shops have now recognised the problem and has begun to remove the label, but I was wondering if GM had any information on this?

Jake Owen, Huddersfield

We've heard about this, and as much of a pain as it is we can only suggest moving your PS2 to the horizontal when playing rental games. It might not look quite as cool, but it won't bend your console.

SEVAAAH!

Dear GM (God Makers - he he),

Please tell me if a programme on TV will have the 100 best games of all time. We have had the top 100 films, adverts, comedies and songs, so why not games? It would be brilliant.

Neil Gaskin, Bradford

Sounds like a winner to us Neil. We can picture it now - Johnny Vegas waxing lyrical about Galaxian, Vernon off T4 not quite remembering anything and Emma B agreeing with what everybody else just said. Hey, they may even ask GM to do something on it. Now that would be good telly.

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p65!

GMpals

You don't need a pen to find a GMpal anymore. From now on we'll only be accepting ads with e-mail addresses and/or phone numbers. So chuck your biro out and get with the modern word daddio! Coo, it'll be silver suits next.

M[illegible] and I am looking for a GMpal aged 11 13 (I m 12 in February). Must be male and from Scotland Favour te footbal. team must be Rangers Must have a PS2 and/or a GBA. My favourite game is *FF10* (even though I don't have it!). Must have an email address Also has to hate school, Gareth Gates and Will Young
Email me at markcook47@hotmail.com

Ma e Female GMpal wanted Aged 13-15, like footba (support Liverpool) I like *Dragon Ball Z* and anyth ng to do with N ntendo I ove The Simpsons and own a GBA and GameCube 1,000,000,000% reply My name is A by Boy Coates I am 13
Text on 07748 001 475

[illegible] I am 17 I ike music, sport and wou d like a female to write to and wi reply ASAP My name is Stephen Armstrong and I am from Scotland
Text 0776 344 6547

H[illegible] My name s Rob and 'm lookin' for a GMpal, ma e/female aged 12 15 (I'm 13) My nterests are go ng to theme parks and rollercoasters, music bands like Tenacious D and Korn, and I a so enjoy the PS2 and GameCube It would be good if you like at least one of the things ment oned above 110% reply guaranteed and your photo would be great if possib e My name is Rob Goodwin and I m from Leicester Please write. respect!
Text 07905 528 759

[illegible] and 'm 19 I'm looking for a fema e penpal aged between 17 21. Must own a PS2 and ke any *GTA* game I am a self-confessed mov e freak Can't wait to hear from any girls. Send p c p ease
davidprice@hotmail.com

[illegible] 'm ooking for a penpa. aged 11 13 (I'm 12) I like System Of A Down, The Red Hot Chilli Peppers, *GTA 3*, *Final Fantasy 8* and *10*, horror movies, maths and CDT I own a GBA and Sega Saturn I I ve in Scotland 75% reply guaranteed
Email alan24@activemail.co.uk

F[illegible] aged 17-20 (I'm 19) I ike all genres of games, f lms and music Everything from *Metal Gear Solid* to *Super Monkey Ball* comedies to animé, Linkin Park to Aurora Looking for a lady with a sense of humour fun and an open mind Photo if poss ble
Ian Tranter, 9 Mafeking Road, Hadley, Telford, Shropshire, TF1 5LD.

[illegible] aged between 14 17 (I am 16) I ike PS2, any type of music and most sports. 110% reply guaranteed, so get writ ng
Kevin Drewry, 10 Hathersage Road, Hull, HU8 0EJ.

Hi, my name is Miranda and I'm 17 so I guess I'm ook ng for someone from 16+, male or female I own a PS2 PSone, N64, Dreamcast and PC I'm hoping to get a GameCube very soon I love RPG games and some platformers are pretty cool too I love manga stuff and draw ng as we I My fave game recent y is *Klonoa 2*, which I play between *FF X* Please someone write to me - I always rep y! Thanx!
Miranda Semmens, Pooh Corner, Downs View Lane, East Dean, East Sussex, BN20 0DT.

Games For Sale

PSone games for sale. *Simpsons Wrestling*, *Croc: Legend Of The Gobbos*, and *Toca 2 Racing Cars*. All games are £10, boxed and come with cheats. Must get the money first.
Email [redacted]

Willing to sell N64 games. *Super Mario Land* - £5 (or with cheats £5.50), *Mario Kart 64* (not boxed and no instruction booklets) - £2, *Pokémon Stadium* (not boxed and no instruction booklets) - £4, Game Boy Color (no batteries and no case to stop the batteries coming out) - £20, *Super Mario Land* (in box for *Super Mario Land 2*) - £2, if you buy Game Boy Color and *Super Mario Land* you get Blaze Xploder Game Boy game cheat cartridge. *Super Mario Land* with cheats - £2.01.
Please contact me at l_berr88@hotmail.com

I am willing to sell *Jak & Daxter* for £15, *Haven: Call Of The King* for £25, or will exchange either for *Final Fantasy 10*.
[redacted] 1018

I have got for sale *Apocalypse* (PS, box a bit damaged) - £5, *Vs* (PS, boxed) - £5, *Carmageddon* (GBC, boxed) - £5, *Top Gear Rally 2* (boxed) - £5, or all for £15.
Contact me on 0781 437 2158 after 3.30 on weekdays, any [redacted] on price_skater@hotmail.com

Games/Consoles Wanted

Wanted. Official lightgun and fishing rod for Dreamcast.
Call Derek on 07801 083 343

I am desperately searching for any *Resident Evil* game. I think the whole series rocks. Also I am searching for any and all *Mario* games on N64, Game Boy or GBA, plus *Zelda: Majora's Mask* or any other *Zelda* games on the Game Boy or GBA. If you have any of these games please contact me. I will discuss prices when called. If I am not in, leave a message with your name and number and I'll get back to you. I would also like an expansion pack for the N64.
Phone Daniel on 01730 612 906

N64 games wanted. *Donkey Kong*, *Yoshi's Story*, *Zelda* 1 and 2 and *Tony Hawk's 2*. I will pay £5 for each game or [redacted]

Wanted. Any Dreamcast games. Plus, any GBA games.
[redacted]

Help me! I want *Final Fantasy 7* and *8*. I'm willing to swap nine games. They are *Tomb Raider 2*, *Command & Conquer*, *Command & Conquer Red Alert*, *Populous: The Beginning*, *Metal Gear Solid* (all for PSone), *Gran Turismo* (no case), *Championship Manager 3* (PC), *Tetris* (Game Boy) and *Pokémon Red* (Game Boy Color). Plus three cheat books, (good condition), PSone memory card and a Game Boy (not Color or Advance).
[redacted]

Games To Swap

Willing to swap PSone with one controller and *Dino Crisis*, *Tomb Raider* and *Populous* for an N64 and controller and three game including a *Zelda* and a *Mario* game. Must be willing to collect from Walsall.
[redacted] on 07930 679 550

Hi! I am willing to trade *Headhunter* for *Tony Hawk's 3* or *4*. Preferably *4*. Also *Metal Gear Solid 2* for *Burnout 2* or *Red Faction* - all on PS2. Or both for *Medal Of Honor: Frontline*. If you have them please call.
[redacted]

I will swap a PSone with 30 games and a Nintendo 64 with [redacted] games. Both come with two controllers and memory card and cheats. For all this I want an Xbox with two or more controllers and at least five or more games - must include *Buffy The [redacted] Slayer*, *Halo* and *WWE Raw*.
Contact [redacted] 900

Willing to swap an N64 or Dreamcast, both with eight games and one controller and one memory card. Want three PS2 [redacted] - one of them must be *GTA 3* or *GTA Vice City*. Or [redacted] can [redacted] buy the lot for £120 ONO. But you must [redacted]
[redacted]

I am willing to swap (for GBC) *Perfect Dark*, *Pokémon Blue* and a multi-console cheat book for *Link's Awakening* GBC. Will also throw in a universal link cable. All above items [redacted] excellent condition, and I hope *Link's Awakening* is [redacted] Phone me in Ireland and leave your name and number.
[redacted] on 0603 20265

Consoles For Sale

Dreamcast for sale with eleven games. *Shenmue 2*, *Headhunter*, *Crazy Taxi*, *Virtua Fighter 3TB*, *Chu Chu Rocket*, *WWF Royal Rumble*, *90 Minutes Sega Championship Football*, *Sonic Adventure*, *NBA Hoopz*, *Ecco* and *Metropolis Street Racer*. Plus an internet browser disc with an internet cable and a VMU memory card and two controllers - one official, one non official. Price wanted [redacted]
[redacted]

Game Boy Pocket for sale. I am willing to sell a Game Boy Pocket (clear purple) with case for £20, and a link cable for 35. I am also selling seven games, which are *Pokémon Silver* - £17, *Pokémon Red* - £13, *Pokémon Blue* - £13, *Star Wars* - £7, *FIFA 98*, *Road To World Cup* - £7, and *Metroid 2: Return Of Samus* and *Super Kick Off* (both with no box or instruction booklet) - £3 each. I am willing to sell the whole lot for £80. Everything will be sold at best offer.
Call [redacted] on 0208 867 61724 on [redacted] 4.30-9.30pm

Sega Master System for sale. 16 games (12 boxed), one control pad and light phaser, adaptor and aerial. Brilliant condition. £45 ONO. Also selling a Sega Mega Drive with eight games, two control pads, adaptor and aerial. Also in brilliant condition. Also £45. *Ape Escape* for PlayStation also for sale for £6. Must be willing to collect all.
Call Chris on 0151 638 3771 between 1.30-6pm, Mon-Fri.

Nintendo Entertainment System. For sale. £30. Three games for sale. *Darkwing Duck* - £6, *Super Mario Bros* - £6, *Super Mario Bros 3* - £6 - all NES, and all three for £15. Or NES and three games for £40. All mint condition.
Call Robert on 02380 776 838.

For Sale - PSone. With three games, one controller, one memory card. Including *Resident Evil 3*, *ISS Pro Evolution* and *Lost World: Jurassic Park* for £55. Willing to swap for [redacted] and *Dead Or Alive 2*.
[redacted] will speak.

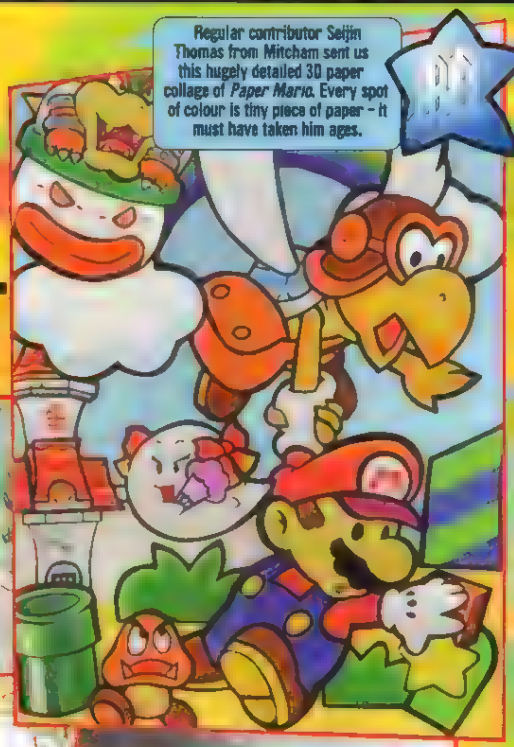
For Sale - Game Boy Advance. With one game, two rechargable power packs, link cable, light magnifier and other accessories. £70 or swap for any next gen console.
Call or text Michael on 0781 882 1317

Game Boy Color for sale. With charger, link cable and four games - *Pokémon Blue*, *Pokémon Silver*, *Star Wars* (no box), *Buffy* (no box). Mint condition - £50 or swap for Game Boy Advance.
Phone 02887 727 136 and ask for Jamie.

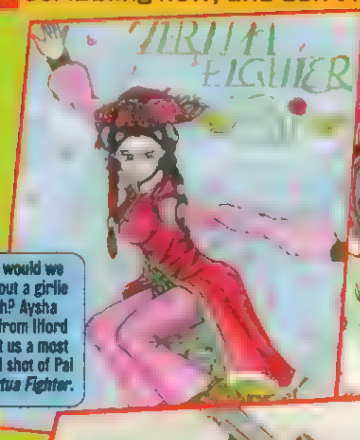
PSone & memory card. controller and eight games, including *Driver 2*, *SmackDown! 2* and *Heart Of Darkness* (slight damage to some cases. Also three demo discs. Must be able to collect from Dagenham area. £50 ONO.
Phone 0775 174 3282 between 4.30-8pm weekdays.

GM ART HOUSE

Are you a whizz with the old felt tips? A demon with the crayons? Or even the prince of the pencil? Well we really want to see those pictures, so get scribbling now, and don't forget to include the coupon on page 65!



Regular contributor Seijin Thomas from Mitcham sent us this hugely detailed 3D paper collage of *Paper Mario*. Every spot of colour is tiny piece of paper – it must have taken him ages.



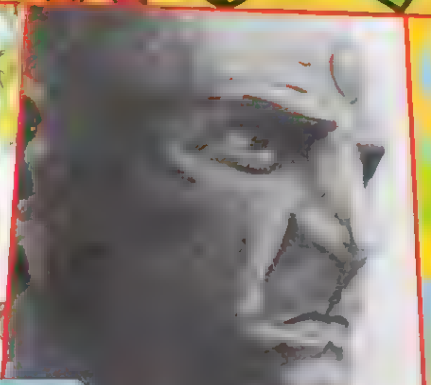
Where would we be without a girlie one, eh? Aysha Rashid from Ilford has sent us a most colourful shot of Pai from *Virtua Fighter*.

We don't get sent too many cars, but Tom Johnston of Manchester has crafted this ace looking racer from *Auto Modellista*.

Just when we thought we'd seen the end of the Lara's, Sharon Ives of Boston gives us this splendid watercolour of the *Tomb Raider* fave. Quick, get Hannah Gordon on the phone.

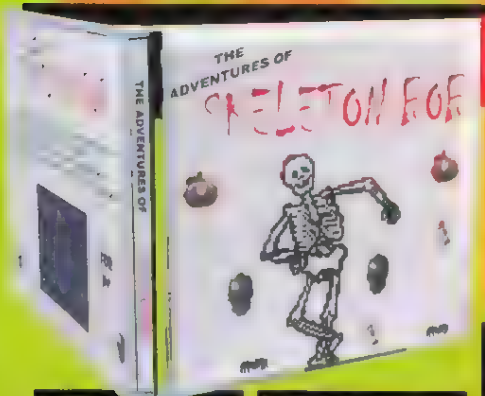
It wouldn't be an Art House without someone taking the micky out of poor old Tom. This month's offender is Matthew McPalin of Luton.

In a nice change from the usual Spidey shots, Luke Winstanley of Sheffield shows us his take on the webslinger's sparky nemesis, Electro



Scott Martin from Chesterfield sent this thoughtful study of Quan Chi from *Mortal Kombat*.

GAME DESIGNERS' WORKSHOP



You're certainly getting a lot more adventurous in your Workshop entries because here we have another playable game, done by the hand of Adam Scholey of Poole. You play as the titular Skeleton Bob, a poor soul who's had all his skin and organs stolen by his evil twin – Skeleton Rob. Not very brotherly that, anyway, you have to search an old abandoned castle, avoiding an assortment of rats, ghosts and other baddies, collecting cash with which to buy your old bits back. The design was great, even if the gameplay was a little stilted, but you can't knock another fine effort. Nice one mush!

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p65 if you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

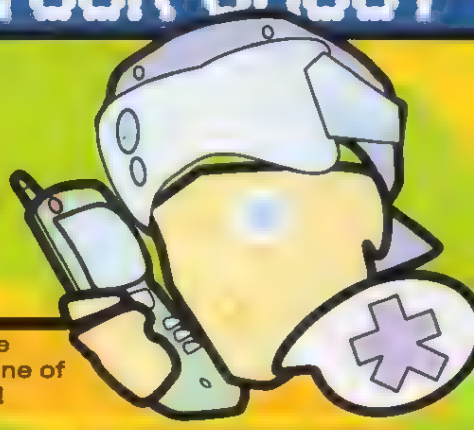
Now God sims are nothing new, but Sunny Chana of Nottingham has sent us one of the most complete and developed games ideas we've ever been sent. There are parallels with games like *Black & White* for sure, but it's the nice little extras that make this game so nifty.

Not only has Sunny included a free poster to go with the game, but they've also designed an entire coded security system for all Xbox games, based on the Enigma codes from the Second World War. And it appears to work too. Blimey!

The game itself does exactly what it says on the tin. It's the year dot. The big bang hasn't happened yet, and you're the guvnor of the universe. You chose a prophet, the basic building blocks for life, and once the bang has finally happened, pick a planet to colonise and watch its settlers develop into lovely pastoral people – or if you prefer, nasty zapping aliens.

The endlessly inventive designer has provided quick start versions, some fantastic art work and a whole series of characters to get you going – although they did scam the case back because they borrowed it from one of their parent's DVDs. Right you are Sunny, the case, and a top Xbox game is winging its way to you now.

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

The Getaway

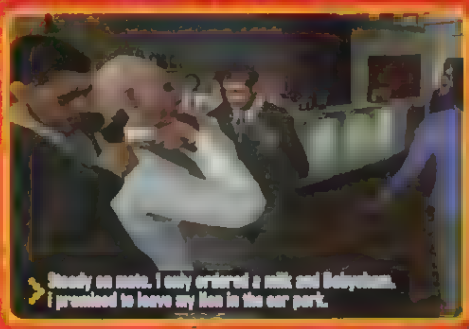
PRICE: £40 PUBLISHER: SONY

REVIEWER

Ben Silverman

the Official PlayStation 2

instance. But it's when the



Steady on mate. I only ordered a milk and Babychaos. I promised to leave my lion in the car park.

007: Nightfire

PRICE: £40 PUBLISHER: EA

REVIEWER

Oscar Maltby

class first person shooters, one game I was really looking forward to was the next *James Bond* game - *NightFire*. I needed the true successor to *Goldeneye*, and in some ways it delivered, in others it didn't. The storyline was hardly original - the basic megalomanic wanting to rule the world stuff - but this didn't hinder the game in any way at all. When you first put the game in the disc tray you haven't even hit the start screen before you're thrown high above the streets of Paris looking down at a car chase. It's a weapons tutorial before you're dumped into the Aston Martin chasing a truck and learning how to drive your car. It's one of the most varied FPS I've seen, with four vehicular levels and a stealthy one. The combat is great and never lets up, but by the time you reach the last level set in space you'll be underwhelmed as it's extremely short. Despite this it is well worth your money, as the main game is surprisingly replayable with a decent multiplayer game.

Bond was beginning to wonder if that chicken chilli vindaloo last night was a good idea. Especially with someone firing missiles at him.

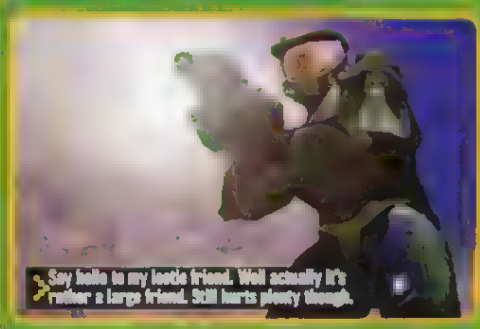
Halo

PRICE: £40 PUBLISHER: MICROSOFT

REVIEWER

Lewis McKeever

person shooters? Well think again - that is unless you have played *Halo*. It was my very first Xbox game, and boy was I impressed. The moment I started playing I knew I was in for a treat. It has it all. The detail and animation is truly amazing, and as for the gameplay, well it's beyond imagination. Just to feel the thrill of actually feel like shouting "cover me" at the game, it's really that exhilarating. The game through, as you discover what the game is capable of. The cutscenes are very well put together, and the acting voices excellent. Oh and in case you get bored of playing on your own why not invite a friend over and play the story mode for an even more enjoyable experience. Or if you fancy battling with your mate then choose from a huge range of different game types to play from. The only fault I can point out is that sometimes you may have to play on previous levels, but this isn't a big blow. So if you love FPSs you must buy this game, and even if you don't, buy the damn game anyway - you'll blooming love it.



Say hello to my little friend. Well actually it's rather a large friend. Still hurts plenty though.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GMpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

What's your favourite summertime white-wearing sport - *Tennis* or *Cricket*? And who's the best bargain hunter - *Indie* or *Lara*? And which end of Greenwich Mean Time do you prefer - *Clocks Back* or *Forward*?

CRICKET OR TENNIS? _____

INDIANA JONES OR LARA CROFT? _____

CLOCKS BACK OR CLOCKS FORWARD? _____

Check back next month for the results!

Result!

In GM181, we asked you: Your favourite Springtime food - *Pancakes* or *Easter Eggs*? Your fave stealthy adventurer - *Snake* or *Samus*? And what's your best Eastertide artifact? *Crucifix* or *Maypole*?

PANCAKES OR EASTER EGGS: ...Easter Eg

SNAKE OR SAMUS: ...Snake

CRUCIFIX OR MAYPOLE: ...Crucifix

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

IN THE BEGINNING THERE WAS DARKNESS.
AND GOD CREATED THE HEAVEN AND THE EARTH
AND THEN, LATER ON, CAME THE GAME BOY ADVANCE.
AND GAMERS DID WHINGE ABOUT HOW THE SCREEN WAS ACTUALLY REALLY DARK.
AND NINTY SAID

LET THERE BE LIGHT....

AND THERE WAS LIGHT. AND GM GOT HOLD OF A GBA SP TO SEE IF IT WAS GOOD...

At first, we just thought Tom had brought another baby in. Then we realised - the only reason that many grown men would be circled around, cooing in wonder, would be something really special. Something stylish. Something teeny. Like a baby in shades. Then - even better - it turned out to be the massively-awaited GBA SP - tiny, dusted with metal magic and ready to play in glorious see-everything-o-vision thanks to its new front light. Brilliant! But is it worth getting if you've already got a GBA? And does it do everything the old GBA did? Read on, tech believer. Read on...

THE BASICS

WHAT DOES SP STAND FOR?
Nothing that technological, it just stands for Special Project.

WILL MY OLD GB/GBC/GBA GAMES WORK ON IT?
Yes - although the repositioning of the slot means GB games stick out of the bottom a bit. It doesn't really affect the handling, though.

WILL THE OLD GBA STILL BE AVAILABLE?
Yes - and we're expecting Nintendo to announce a price drop as well. We'll give you more news on that as soon as we get it. So don't fret, you won't look like a fool if you've got the old style.

WILL THE GB CAMERA STILL WORK ON IT?
Yes - even though it's upside down, you can rotate the lens enough so you can take pictures like you normally would.

CAN I PLAY ON IT WHILE I'M RECHARGING?
Yes - but because of port-sharing, you can't use headphones.

CAN I USE THE HEADPHONE SOCKET OR RECHARGER AT THE SAME TIME AS THE LINK CABLE?
You can if you're linking to another GBA, but the GC link cable will block both ports.

IN YOUR POCKET SIMULATION
Fold up the GBA SP and you've got the first genuinely pocket sized handheld. Check out this actual size pic. In fact, cut it out and slip it in your jeans to see just how dinky it is.

Heavens, it looks like my mum's make up mirror.

FACT PACK

OUT: 28th March
PRICE: £90
DIMENSIONS: 82mm x 84.6mm x 24.3m when folded up.
WEIGHT: 143g
BATTERY: Rechargeable Lithium Ion battery pack that can last 18 hours. 10 with light on.
DISPLAY SIZE: 40.8mm x 61.2mm
DISPLAY RESOLUTION: 240 x 160
CPU: 32-bit with embedded memory.
MULTIPLAYER: Up to four players with the same link cable used for the original GBA.
COMPATIBILITY: It's backwards compatible with virtually all Game Boy, Game Boy Color and Game Boy Advance titles. Which should be enough!

GBA VS SP

THE NEW, SMALLER, DOESN'T EASIER TO FIT INTO THINGS, BUT WHAT OTHER BENEFITS DOES THE SP HAVE? OBSERVE...

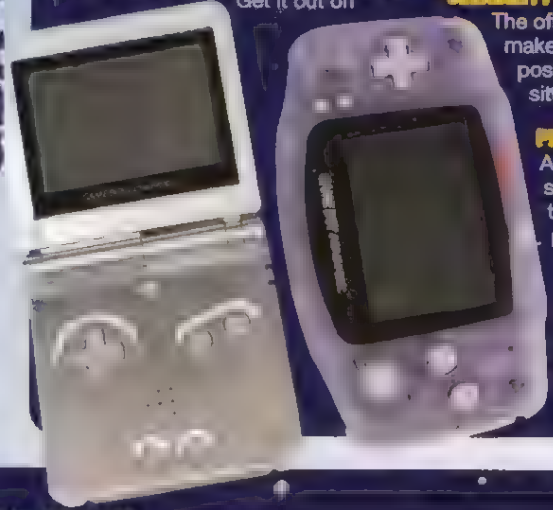
COOLNESS
The design is classic, and the flip-top lid reduces scratching. And it's tiny. More like something a Bond villain would carry than a games machine. Get it out on the bus and the other passengers will think you're secretly contacting your spymaster. Or reapplying your lipstick - one or the other.

USABILITY
The off-to-the-side frontlights make precision gaming possible in the darkest of situations. Blazing.

PLAYING ONE-HANDED
Another benefit of the new slimline design is that even the most small-handed player can reach all the buttons with one thumb. Now the terminal *Advance Wars* addict can play while eating, using the phone or dangling from a ledge. Although we wouldn't advise it.

RECHARGEABLE BATTERIES
You'll have to return them to Nintendo once they're totally worn out, of course, but that'll take about 500 goes - a sure-fire saving in a mobile phone kind of a way. (And you don't have to worry about the bills either!)

THE WHITE STUFF
Ninty's releasing the SP in three shades: understated silver, chilly cobalt blue and suave, sophisticated black. However, for a touch of don't-even-go-near-it class, true connoisseurs will want the only-in-Japan *FF Tactics* edition - a snow white GBA with a free wrist strap. Mwah!



THE LOOK

Here's the SP in all it's silvery glory! We were relieved to discovery the casing has a lovely metallic finish, which is more satisfying to hold than the placcy original. Also with it's flip top screen it you can pretend to talk into it – like they do in *Star Trek*!

ACTUAL SIZE!

SCREEN
The same size as GBA at a whopping 40 x 61 mm. Now frontlit, allowing you to play in the dark – or in direct sunlight.

LIGHT SWITCH
Turns the frontlight on. Unfortunately, there's no way of telling whether the light is on or off – apart from how the screen looks – and it stays on when you snap the SP shut. Unlike, say, a fridge.

VOLUME CONTROL
The dial's been replaced by a slider, which seems like a minor adjustment but reduces precision and means you'll sometimes set the noise level to 'deafening blaze' while you're wearing headphones.

D-PAD
Like the GBA's, only flatter and without the pleasingly tactile arrow buttons. Fortunately, there's a circular indentation around it, which seems to stop your thumb from slipping during taut games of *Street Fighter 2 Turbo Revival*.

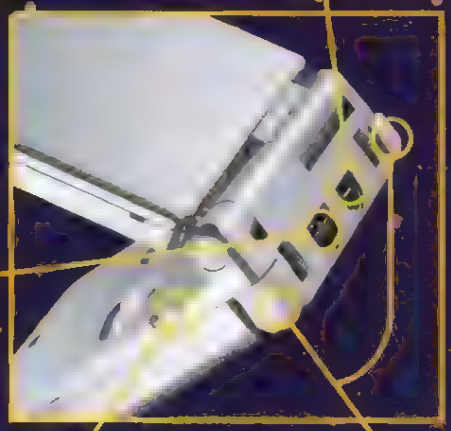
A & B BUTTONS
Slightly smaller than the GBA's and, again, flatter. No more difficult to press, though, and once again in a little recess.

HINGE
Offers slightly more than 180° of screen manoeuvrability, but clicks satisfyingly into a relaxed 30°. Retains stiffness even after repeated openings and closings. Nice action.

CONNECTOR PORT
For attaching the GBA or GameCube link cables. Multiplayer fun then.

SPEAKER
Somehow, the SP's central (mono) speaker seems deeper and more vibrant than the slightly tinny GBA. But it's still not exactly Dolby Surround. Nicely unobtrusive and integrated into the the smooth, sleek bodywork, though.

ON/OFF SWITCH
For all your on/off needs. Also automatically turns the light on.



BATTERY CASE
After the battery runs out, you'll need to do some minor unscrewing and send it back to Ninty for a replacement. That sounds a bit like hard work, but it still better than buying all those batteries.

CARTRIDGE SLOT
You can't play *Kirby Tilt 'N' Tumble* on the SP, because the cartridge plugs in upside-down. So, in fact, you *could* play it, but the controls would be reversed and it wouldn't be any fun. A minor niggle.

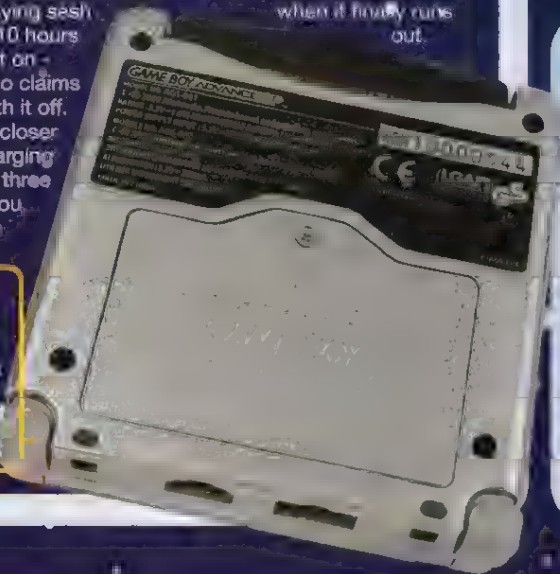
MULTIPORT
Connects to the AC Adapter on the headphone adapter – the latter, annoyingly, is not included. This takes the place of a normal headphone port, which may annoy some potential gamers.

BATTERY INDICATOR
If this little beauty turns red and dim, you've only got a couple of hours of battery life left. Better switch that light off then. Or plug yourself into the wall and boost yourself up.

L AND R BUTTONS
So tiny you're almost worried about losing them – but thankfully, they don't require the pincer-like grip of the original GBA's hulking great shoulder buttons. Once again it's tapping with the overall slick lines.

CHARGE!

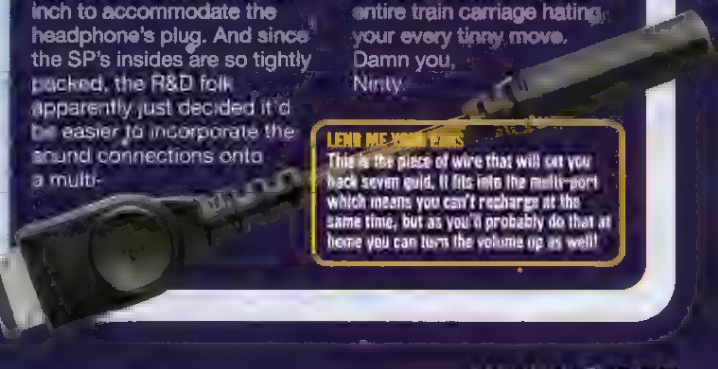
In the long run, you'll save money on the rechargeable batteries - they can be charged up about 500 times without losing any efficiency. A typical playing sesh lasts about 10 hours with the light on - and Nintendo claims about 18 with it off. Ours lasted closer to 15. Recharging takes about three hours, but you can carry on playing while it's happening. The only downside is that you'll have to unscrew the back of the SP and send the battery back to Nintendo when it finally runs out.



BACK UP PLAN
Rather than a shakey clip on back, the battery cover is screwed into place. It's a very mess free, complete set up.

HEADPHONES

There's a downside to being small: See, a headphone jack isn't simply a hole in the unit - it needs a connection to the hardware, and has to extend into the unit about a half an inch to accommodate the headphone's plug. And since the SP's insides are so tightly packed, the R&D folk apparently just decided it'd be easier to incorporate the sound connections onto a multi-access port also used for the AC adapter. This means you'll have to fork out an extra seven quid for a headphone adapter so you can listen to *Metroid Fusion* without an entire train carriage hating your every tinny move. Damn you, Ninty.



LEND ME YOUR EARS
This is the piece of wire that will set you back seven quid. It fits into the multi-port which means you can't recharge at the same time, but as you'll probably do that at home you can turn the volume up as well!

DARK LIFE

Before, we had to play the GBA standing on a chair, holding it near the fluorescent lights - which made it difficult to hide from Robin. Now it's possible to play it hiding under a desk, or - better yet- skulking in the toilet. Here's how your different lighting options compare.
Test Conditions: The game - *Tony Hawk's 4*. The place - the GM stationary cupboard, with the door open slightly.

GBA SP - LIGHTS ON
Totally playable even in utter blackness. Halves the battery life.
Seeability: 5

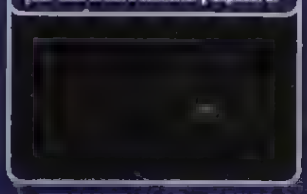
GBA SP - LIGHTS OFF
Be quiet, and nobody'll know you're there. Unfortunately, you can't see a thing.
Seeability: 1

GBA WITH ADD-ON LIGHT
This clunky GBA light gives a warm sheen to our gamesmanship. But that screen glare!
Seeability: 3

GBA WITH AFTERBURNER
Clear as day - with a healthy glow for the GBA. Get the sunglasses out.
Seeability: 4

CONCLUSION:
The SP's best, but if you've got a GBA and don't want to upgrade, we'd suggest getting an Afterburner - the effect is almost indistinguishable, putting a light source between the screen and cover. An installation kit's available for £27.99, but it's incredibly fiddly to do yourself - apart from a soldering iron, steady hands and a whole lot of patience you'll need an Air Duster to prevent the static sucking damaging dust into your GBA. But don't bother with that - we'd suggest getting the professionals to handle it - www.xyramax.co.uk offer a kit *and* installation for less than forty quid. It's even possible to have an electronic dimmer chip fitted - a feature that isn't even on the SP - but it's not really worth the extra expense.

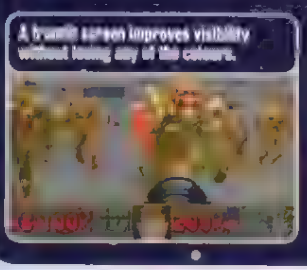
Gone are the days when you can't play your GBA in dark stationary cupboard!



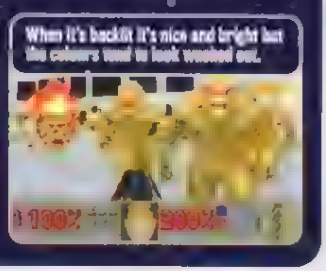
THE LIGHT FANTASTIC

FRONTLIGHT VS BACKLIGHT
To clear up the confusion, GBA SP is *front*, not backlit. With a frontlight the screen gets lit from above and then has to reflect the light to the user - possibly resulting in a loss of clarity and less vibrant colours. With a backlight the light goes through the screen (it's known as transflectivity) – which would mean removing the reflector behind the LCD screen. Backlit screens like those on a laptop or camcorder - also tend to look a bit washed out in the harsh light of day, which is exactly why the SP's frontlit. You still get a *bit* of glare when it's sunny though - it's almost unavoidable - which means that the best conditions to play in seem to be when it's dim and you've got the light switched on. But experiment with a few different kinds of places to see which one best suits your own way of playing.

A frontlit screen improves visibility without losing any of the colours.



When it's backlit it's nice and bright but the colours tend to look washed out.



TEN OF THE BEST

STUFF THIS LOT IN YOUR THOUGHS AND YOU'LL NEVER SUFFER THROUGH A DULL BUS JOURNEY AGAIN.

COLIN MCRAE 2.0
Four players, one cart and one of the toughest driving games ever. Worth every bit of the effort.

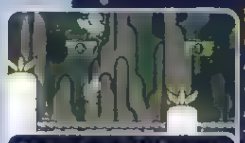
It's not a night race.

GOLDEN SUN
Cute graphics, link-up play and one of the most polished RPGs anywhere, ever. In the world. And beyond.

Not Dark Moon this.

Tricky hoops over.

SONIC ADVANCE
New *Sonic*, classic sprint-through-the-hoops-at-mach-10 gameplay. Also features a Gamecube linkup and looks as good as it did on the MegaDrive.



Now you can see the dungeons.

SUPER MARIO ADVANCE 2
A port of the SNES' *Super Mario World* - the best ever 2D platformer and the first game to feature Yoshi. 96 levels of gaming brilliance.

Hey, their eyes do have whites!

SUPER STREET FIGHTER 2 TURBO REVIVAL
Classic *Street Fighter* with new blood T-Hawk, Deejay, Fei Long and Cammie. Top notch.

TINY TOONS ADVENTURES: BUSTER'S BAD DREAM

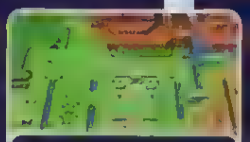
Bonnie-eating bats! Ewok!

An amazingly good 2D platformer from Treasure and it's a cartoon licence! Packed with bucket loads of bad guys, splashes of colour and healthy dollops of fun!

PINBALL CHALLENGE DELUXE
Eight tables from the classic Amiga games – *Pinball Dreams* and *Pinball Fantasies*. Spot on ball physics, criminally addictive gameplay and top table design - unfortunately, there's no battery backup.

It's a pinball party!

LEGEND OF ZELDA: A LINK TO THE PAST
One of the best RPGs ever to appear on the SNES has now been converted to GBA with all the *Zelda* magic intact and now with a bonus four-player link-up mode. GBA gaming at it's best.



Get your specs out for the maps.

TONY HAWK'S PRO SKATER 4
Amazingly good graphics in one of the most compelling GBA conversions around, despite the tough to get use to asymmetric view. Gnarly and very good!

Tiny tiny Tony.

BOMBERMAN TOURNAMENT
What link-up cables were invented for. *Bomberman* is one of the most enduring puzzle games about and, nothing beats tearing around blowing your mates up in a bomb-stuffed maze. Top.

Check out the graphics on this baby. It completely puts the PlayStation versions to shame!

MAN AND BOY

Everyone knows Shigsy's name - but let's not forget the man behind the development of the Game Boy and GB Colour. Gunpei Yoko, tragically killed in a car crash five years ago, also directed the original *Metroid* and came up with the character of *Samus Aran*. He also came up with the Virtual Boy but hey, everyone makes mistakes. So Yoko-sama - we salute you!

GETTING N-GAGED

Announced at the Nokia Mobile Internet Conference, Nokia's new N-Gage is the logical extension of playing Snake on your 3310. The N-Gage mobile game deck, set for release in February 2003, will be supported by stacks of games from publishers like Sega and Activision. It'll also feature Over-The-Air games downloading, integrated Bluetooth - which could mean link-up games with no cables - vibration and stereo sound. Could this be the end for Ninty?

D-PAD
Very similar to the one you'll find on a lot of mobiles. Maybe not quite as responsive as the classic Nintendo design and we'll have to see how it stands up to heavy usage rather than the odd game of Snake.

SCREEN
Backlit so may look a little washed out in the cold light of day, with a resolution of 176x208 pixels - compared to SP's 240x160 - and up to 4096 colours.

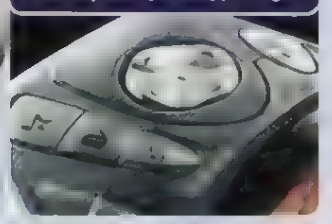
MOBILE PHONE STUFF
Besides being used for gaming, the Nokia N-Gage mobile game deck also features a digital music player (MP3/AAC) and stereo FM radio, as well as a tri-band GSM 900/1800 mobile phone.

5 AND 7
The magic numbers for gaming. You can tell they're the ones to press even without the orange-ness, because they're slightly raised from the rest of the pad.

1ST IMPRESSIONS

Though it's roughly the same shape as the old GBA, the N-Gage is smaller and lighter. It's also more technically advanced, with 3D games that look streets ahead of anything the Advance has managed so far. The controls aren't *quite* as well defined, using the keypad's special raised 5 and 7 buttons and a directional rocker that demands a feathery touch, but is still a joy to play. The only real problem is the battery life - it'll provide a piffling minimum of three, going up to six 'depending on the game type.'

All the controls seems delicate to the touch so can they stand up to heavy pounding?



THE GAMES

With developers like Sega, Eidos, Activision, THQ and Taito already engaged to Nokia's new machine, third-party support doesn't look like a problem. But it's got someway to go to match the vast Game Boy back catalogue. Here's what's currently confirmed.

Virtually Board Snowboarding (Nokia)
Tomb Raider (Eidos)
Sonic N (Sega)
Super Monkey Ball (Sega)
Puyo-Puyo (Sega)
Virtua Tennis (Sega)
Sega Rally (Sega)

THE OTHER CHALLENGERS

Even before the Xbox hit shelves, it was rumoured that Microsoft had a project internally known as the Xboy in development. 'Soft insiders have said that they didn't want anything to interfere with focusing on Xbox, but now that it's seeing more success, they could take advantage of improved handheld technology to leapfrog the GBA with better 3D graphics. Sony, having teamed up with Palm to improve their own handheld technology, are probably considering something similar. Advance Wars? Could happen...

SHOULD I GET AN SP?

If you haven't got a GBA, firstly why not, and secondly yes, go and get one as soon as possible. It's much cooler looking than the original, slightly more comfortable to use and, though the GBA will probably be reduced in price, the battery charger should save you money in the long run. Also thanks to the snap shut lid, it's much more convenient to carry around in your pocket. If you've got a GBA - especially one with an Afterburner - probably not. The design isn't that much more comfortable, and unless you're planning on using it to impress girls with your array of Bond-style shiny gadgetry, you'd have to be a magpie to fork out for the admittedly snazzy flip-top look. Either way, the nearest other contender won't hit shops until Christmas, Nintendo's safe for the best part of this year.

10 PLAYABLE DEMOS OF THE HOTTEST NEW GAMES...

INCLUDING TENCHU: WRATH OF HEAVEN

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NEW GAME REVIEWS

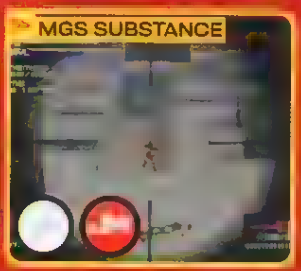
BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • B

REVIEWS IMP

It never lets up. Each month we think it's going to slow down but it just keeps getting better and better. Look at the evidence. *Midnight Club 2. Metal Gear Substance. Unreal 2. Phantasy Star Online.* The new *Indiana Jones. Splinter Cell* for the PS2. There's so much good stuff coming out it leaves us shaky at the knees. Quick, get me a comfy chair.

Tom East

INDIANA JONES



MGS SUBSTANCE

MIDNIGHT CLUB 2

Illegal street racing in lovely shiny cars? Look at them go!

p.72

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

A Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography These guys have also made...

FIFA 98	66%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

A Are the game's makers hot or not? Want to know what games they've made before? It's all here!

V If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

V It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the [illegible]?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

MIDNIGHT CLUB 2	72	NBA 2K3 (GC)	93
UNREAL 2 (PC)	76	[illegible]	94
WAR OF THE MONSTERS	78	BLOODRAYNE (GC)	95
JAMES BOND 007: NIGHTFIRE (GBA)	79	MOTO GP 3	96
INDIANA JONES & THE EMPEROR'S TOMB	80	JURASSIC PARK OPERATION GENESIS	97
PINBE PG	82	KUNG FU CHAOS	98
METAL GEAR SUBSTANCE	84	MR GOLF (PS2)	99
SONIC MEGA COLLECTION (GC)	86	CRASH BANDICOOT 2: N-TRANCED (GBA)	99
BEN HUR	87	RAVEN SHIELD (PC)	100
SUPER PUZZLE FIGHTER (GBA)	87	[illegible]	102
SPLINTER CELL	88	FINAL FANTASY ORIGINS	103
PHANTASY STAR ONLINE (GC)	90	[illegible]	103
SHINOBI	92	GUILTY GEAR X	105
DARK ANGEL	93	KAGER	106

Reviews Round-up p107 • Legends Of Wrestling (GBA) • Fireblade (GC) • American Conquest (PC) • Trailer Park Tycoon (PC) • Soldier Of Fortune (PC) • Farscape (PC) • Donald Duck: Quack Attack/Party Time With Winnie The Pooh (PS) • Dragon's Lair 3D (PC) • DSP Music Revelation (PS) • Rainbow Six & Rogue Spear(PS) • Bugs & Taz & Wacky Races (PS) • Virtual Skipper 2 (PC) •

Make sure your lights are on, we're heading for Midnight...

REVIEWER

Dave Harrison

OUT: APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ROCKSTAR SAN DIEGO | PUBLISHER: ROCKSTAR | SPECIAL FEATURES: ONLINE | OTHER FORMATS: XB, PC | CALL: 01753 854 444 | PLAYERS: 1-2 (8 ONLINE)

If you could **mirror, signal and manoeuvre** through a gang of **street racers** and a police **road block**, then your **test will begin...**

Midnight Club 2

>Herbie Goes Nuts

It's a bit odd when the mark of [illegible] the point when you realise that is when you see an AI driver [illegible] end up in a wall. Blimey...

[illegible]

▲ Even if you've got the quicker car you can still struggle, especially if you get dragged into the pack. Once you're clear, try and stay clear.

[illegible] so much to think about in each race – you have to virtually learn road maps, corner [illegible]

>Bike And The Mechanics

MC2 is one of the few driving game to pit bikes directly against cars, and the two wheeled ride is real contrast for number of reasons. For a start, their acceleration leaves any car standing, but they are much harder to drag round a corner. Using the [illegible] button you really have to lean heavily into each bend.

▲ The wheelie is one of the special moves that you can unlock as you go through the game.

▲ You've got to use the bike's extra zip to keep out of trouble as you can't take that much bumping about.

▲ Another special move is the Motorcycle Duck which allows you to scrape under trucks.

Have you ever been in a situation where you have to really have to concentrate, so much so that you mutter 'focus, focus, focus' under your breath to keep your mind honed on the job at hand? But as you're so focused so much on saying 'focus' that you actually forget to focus?

Yeah, I think we've [illegible]

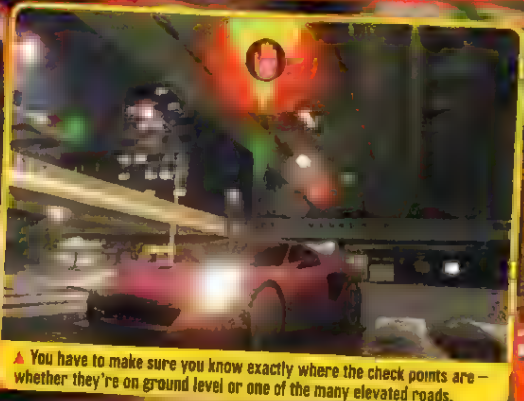
MENTALLY FIT

Well in *Midnight Club 2*, there's no room for the saggy minded. This is a game for those who have a grey matter six [illegible] who [illegible] looks good in [illegible] like [illegible] enough [illegible] function in cross town traffic mayhem. *MC2* is game that hurls traffic at you, cements police to your tail, drags you through the gutter [illegible] spits you into the clouds while still requiring you to peruse and [illegible] map. At first [illegible] soon you find calm [illegible] gaming is.

>Nice and Japanesey

[illegible]

[illegible]



▲ You have to make sure you know exactly where the check points are – whether they're on ground level or one of the many elevated roads.

[illegible]

Mood Lighting

In a game that has 'Midnight' in the title, you'd be forgiven for expecting everything to be set at night. In fact racing takes place at dawn and dusk as well resulting in some stunning sunrise/sunset effects. Brings out the best in the cars.

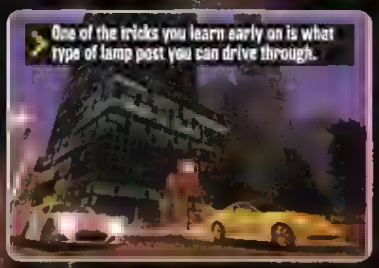
▲ Even though there aren't any licensed cars in the game, each model was inspired by real street racing machines and modifications.

▲ Each car is made up of 5000 polygons and look terrific. Sadly you don't get that much time to admire you opponents at the speeds they go out.

The Best Bit

Going up against the bikes in a car. You can batter them round like they were naughty.

There's so many advantages to using the motorcycle, but you'll need to practice. Hard.



One of the tricks you learn early on is what type of lamp post you can drive through.

instinctual and decisions become reflexes. It takes some work though.

SIMMY DETACHED

Midnight Club 2, for those who don't remember the original, is a street racing game, that tests driving skills in the inner city rather than on purpose built race tracks. The other distinguishing feature is that its all arcadey action rather than a tight arsed simulator - which is great news for me personally as driving sims don't really push my buttons. I can appreciate them, but don't really enjoy them in the same way I don't really enjoy tax self assessment forms but can appreciate why they exist – both are worthy, challenging and packed with or detail, yet both are a vacuum of joy, a sort of fun boycott.

On the games that bend a little to make you feel like a good driver and the give you the freedom to drive ugly are far better and few games are more liberating than *Midnight Club 2*.

The main part of the game is the Career mode which takes you to Paris and Tokyo but starts in downtown LA with you as a rookie street racer with a pretty duff car. The only way to improve your ride and your status is to meet competition and then beat them in challenges that vary from a straight one-on-one test to full-on nine car races. The one constant is that there are checkpoints to hit which are highlighted on the map in the bottom left-hand of the screen.

> "...it takes you to **Paris and Tokyo** but starts in **downtown LA** with you as a **rookie street racer** with a pretty **duff car**..."

CHECKPOINT CHAZ

The thing is, how you get between each checkpoint is entirely up to you - so while following the main roads looks like the obvious choice, crashing through a shop front, leathering it off a sloped roof or

Softography

These guys have also made...

GTA: Vice City	97%
GTA 3	94%
Smugglers Run 2	81%
Midnight Club	78%
State Of Emergency	77%
Max Payne	88%

Factpack

The stuff you need to know...

Special Moves	13
Cars	26
Bikes	3
Cities	3

Truly Eiffel!

Unlike LA, Paris is an old town with lots of criss-crossing of tight streets and a variety of road surfaces. Also below street level are the catacombs, a network of tunnels that will test your skills and your paintwork with some impossibly tight corners and chassis shattering obstructions. You'll get lost in there for ages. The beauty of Paris is that there's plenty of easily recognisable landmarks which makes getting to know the layout of the city much, much easier. Definitely our fave city.

▲ There's a variety of surfaces in Paris including grass and the deadly cobbled alleyways, which are absolutely murder when they're wet.

▲ The Eiffel Tower makes a great starting and finishing point to a race. It's big, you can't miss it and there's plenty of open ground nearby.

▲ While there are many bridges crossing the river Seine, there's also a few waterside ramps that offer an alternate airborne route.

Community Spirit

While the one player game is terrific, it's good to go up against human opponents and as *MC2* has on-line capabilities you can! You can go for a straight race or choose one of the two Battle modes.

▲ Once you've got the Flag you become a target for everyone else. And you start to go slower!

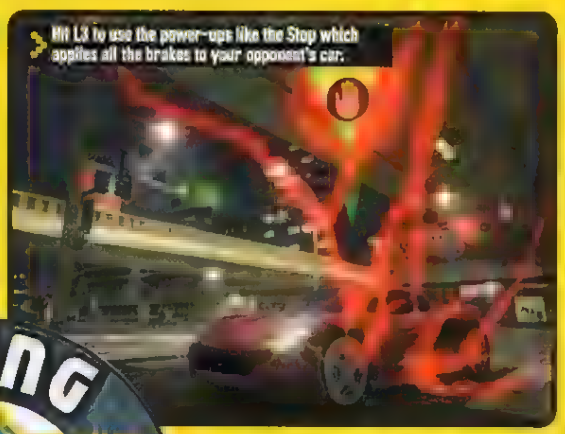
▲ Keeping with the pack can be - useful especially if you want to make the most of slipstreaming boosts.

▲ You can almost smell the tension the first time you line up at the start of an online race.

Dirty Bombs

No self respecting racing multiplayer set up is complete without a few choice power-ups. These are found in clusters sprinkled round the course and are essential for survival in the Battle Modes.

On offer here is the Stealth, which makes you invisible, and the Reverse Steer.



Hit L3 to use the power-ups like the Stop which applies all the brakes to your opponent's car.

GAMING MASTERPIECE

Illuminating

Rather than confuse the picture with a full on rear view mirror, *MC2* has a panel at the bottom of the screen displaying the headlights of the following car. Using this you can prevent other racers from slipstreaming or sneaking past you near the finish.

▲ This is one game where you have to pay close attention to the onscreen HUD. It's all vital.

Dread Cars

It's not just other racers and the street cars you have to worry about – there's also a big police presence on the streets. And these guys do not give up once they have you in their sights, and are prepared to do anything to get you off the road.

[illegible]

In a car you can take a fair bit of battering from the Fuzz, but on a bike you've got to keep ahead or you'll be in trouble.

[illegible] Harder than you'd think.

scraping through a side alley is the clever option. This is because cities in *MC2* are riddled with short cuts that range from a contrived series of ramps to the subtle breakable fence that shaves valuable seconds off your journey. But every decision you make has to be made in a millisecond as this game is quick [illegible] we're talking Donald Campbell [illegible]ick. It's not actually the MP[illegible] exceptional, it's the sheer sensation of teeth-gritting speed as the roads start getting tighter and the traffic heavier, so that whipping past the obstructions gives you a queasy momentum that very few games can match.

HYDRO NITRO

And then it gets quicker. Each racer is provided with a finite amount of nitro which provides a much needed velocity boost and propels you to speeds that you can barely control – so much so in fact that you get scared to use it. It was when using the Nitro for the first time that *MC2* found a special place in my heart. Plucking up

> "...everything seemed OK until a huge tanker crept across a junction leaving no chance for emergency breaking..."

the courage unleash the Nitro on [illegible] relatively quiet stretch of road, everything seemed OK until a huge tanker crept across a junction leaving no chance for emergency breaking steering. As the knuck[illegible] preparation for inevita[illegible] heart skipped a beat as [illegible] Bestia slipped underneath [illegible] belly and screamed up the [illegible] lasted a mere fraction of seco[illegible] the buzz lingered longer [illegible] pum[illegible] was I that I cheated death that [illegible] punched the air, lost control [illegible] fence and lost the race.

This meant repeating [illegible] which might initially seem [illegible] bummer but the mor[illegible] more you know each [illegible] quicker you can becom[illegible] you're losing a race by a sig[illegible] amount, you still think you can win it because the AI drivers are vulnerable to the same problems that hinder you – bad cornering, poor decisions, aggressive driving. [illegible] though you might [illegible] mpt a race several times yo[illegible] think that this time you'll win [illegible] any poin[illegible]

The Fastest Lane

To really maximise your chances of winning you have to learn how to use the short-cuts, but they won't come and find you. Only by experimenting and failing a few times will you find the quickest route.

▲ Hammering it through the alleyways of Tokyo, you will quickly find yourself running out of space.

▲ Use the side of LA's aquaduct as a ramp to launch your ride over the roof tops. It all saves time.

La La Land

Ever[illegible]ing kicks of in LA – a city which [illegible] easy to get used to thanks to its grid system and fairly wide roads. Things really [illegible] going in LA aquaduct – it's [illegible]t like *Grease* but without [illegible]ndie and Danny. Actually it's [illegible]thing like *Grease*.

[illegible] a great [illegible] for all [illegible] multi-[illegible] games [illegible] it's the first [illegible] that [illegible] will [illegible] know [illegible]

[illegible] the size [illegible] zip [illegible]

[illegible] the Los Angeles LAX airport.

Just for a change of pace and scenery, you're taken up into the windy, poorly lit roads of the Hollywood Hills.

[illegible] of despair as *MC2* has a similar addictive quality that the original PSone *Ridge Racer* had.

BOMB PARTY

Another aspect that makes *MC2* special is that it is online compatible. Not just with PC or the Xbox but with the PS2! The future is here now! Yesterday even. Supporting up to eight players you can test your skills in various challenges including a twist on

Up The Junction

In each race there's always several key turns that you *have* to get right. These are often at junctions which might be wide enough to allow for some sloppy handling, but are usually populated with ordinary traffic. Any slow moving vehicle is a hazard but it's the huge trucks that really spoil your day.

▲ Don't try and second guess a truck this big. Just make sure you keep well out of its way.

Limbering Up

We managed to catch up with Michael Limber, Chief Creative Officer at developers Rockstar San Diego and pick his car addled mind about *Midnight Club 2*...

GM: What were the main aspects that you felt needed improving from the original *Midnight Club*?

ML: When we set out to make *MC2*, we did it with one goal in mind – to own the racing genre. It was an ambitious goal and one that required us to improve on every aspect of the original. We completely rebuilt the core elements – the race engine, speed and control, AI, race layouts, city design...considering where we set the bar for this game, we had no choice! The scope of this game is mind-blowing.

GM: What was your thinking behind the decision to make modified versions of the three cities instead of replicas?

ML: Personally, I don't see any reason to recreate a city block-for-block in a game, when real cities are not set up to be raced in. Some racing games boast that their cities are completely accurate, but that doesn't automatically translate into a better environment for racing. *MC2* gives the gamer the detail and landmarks from LA, Paris, and Tokyo, but the cities are laid out with freedom, speed, and fun in mind. They are built for racing. A lot of planning goes into making the cities navigable at high speeds. Tight, narrow streets and driving under bridges and overpasses help convey a sense of speed, so we try to design these elements into the levels.

GM: Which part of the game are you most proud of?

ML: This is a tough question. There is a lot going on in this game and there are a great many things that blow me away. We have been developing it for two and a half years, and I am still finding new reasons to be impressed! But I would say that the speed of the game and the ability to control the vehicles at great speeds is what I'm most proud of. The sense of competition is unlike anything I have ever played. Having the control to race in an unpredictable environment like this at speeds of over 250 kmph is just incredible. It really captures raw energy of the hardcore street racers – the people who have no respect for the law.

GM: What do think *MC2* offers gamers that other racers don't?

ML: It offers the total package. Other racing games have fun elements, but I have yet to see one that pulls together everything like *MC2*. No other console game offers nonlinear racing – you have the freedom to take any route you choose. The intelligent, human-like AI is something else no other game can boast. The racers make their own decisions, never taking the same route twice, making every race completely unique. And for the first time, you can race bikes versus cars. The list goes on!

GM: How excited are you by the online features? [illegible] readers race against the [illegible]?

ML: I am very excited about the online racing. I really think this feature is going to catch people off guard. The ability to race seven other opponents online through completely open cities is something that's incredibly wicked. Will GM's readers be able to race against me? I'm sure I'll spend lots of time testing everyone's abilities, but I like to remain incognito.

GM: And your [illegible] car?

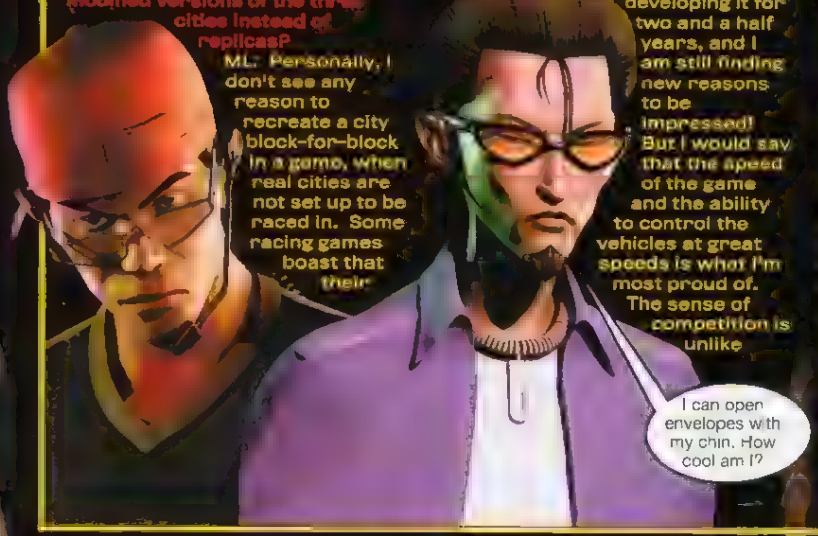
ML: A 2003 Acura NSX, heavily tricked out! Engine modification would include HKS Turbo with blow-off valve@36 psi, a Bosch exhaust system, Comptech cylinder mods, Bosch spark plugs, dual NOS tanks with DPI at 80 shots, and HKS dump valve.

GM: How difficult was it to introduce bikes to the game?

ML: Our team was working on the bike physics before the original was up and running. So when it came time to put them in game, we were able to get them working quickly. The real challenge is tuning them so that the balance is right. No other game has cars versus bikes – because it is pretty hard to do, and to get right. The bikes feel really amazing.

GM: We've been really impressed with the shortcuts – which is your favourite short cut and where can our readers find it?

ML: There are several shortcuts in particular that lend themselves to some beautiful moments in the game. There are a few spots in Tokyo where you can jump off of highway overpasses, and I can't help but mention the massive jumps over the LA Aqueduct...but there is a specific one I like in Paris in the Trocadero Palace. It gives the player an insane bird's-eye view of the surrounding area, including the Eiffel Tower. So you not only save time, but you can scope out your next move.



Bomb Tag called Detonator, Capture the Flag or just a straight race. Thrown into the mix our various power-ups and weapons designed to make life more difficult for your opponents.

IT'S A KNOCKOUT

It's good and is one of the better console online experience that we've played, but it's not a complete knockout. This is mainly because there is no ambient traffic – the non competing cars that litter the streets, those wheeled lumps of steel based aluminium, these edge their way through the streets completely oblivious to the fact they are accidents waiting to happen. Their inclusion gives the one-player its edge and their absence in the multi-player is noticeable.

WRECKLESS ERIC

MC2 is all about impact, it's a shovel in the face of game that you really have to experience first hand to appreciate. It may lack the detail of *McRae*, some of *Burnout*'s sheen and *GT3*'s precision but when a game can not only raise the pulse but make you yelp and bounce like a sugared-up small child, you know you're on to a winner. It manages to channel its energy, so the action is the best kind of messy and never irritating. This is the game that *Wreckless* and *Midtown Madness* dream of becoming when they sleep at night and one of most exhilirating games there is.

Gives Everybody A Boost

As you only have a limited amount of nitro, to reach the top speed constantly you have to learn how to slipstream.

Nestle in behind a car and you'll see a charming vapour trail effect and a high pitch whistle, just like the sound that KITT used to make in *Knight Rider*.

[illegible] you'll have the opportunity to use the slipstream boost. [illegible] in other words you'll be scared to use it.

Judgement

GRAPHICS Not the most detailed, but considering there's over 60 miles of streets per city it's not bad.

GAMEPLAY Driving doesn't come much more hectic, more intense and more dang fun than this.

LIFESPAN Limitless, thanks to a superb Race Editor which allow you to design challenges.

A brash, brilliant arcade driving game with real substance. It'll blow you away with it's un-relenting pace and aggression.

Overall 91%

REVIEWER

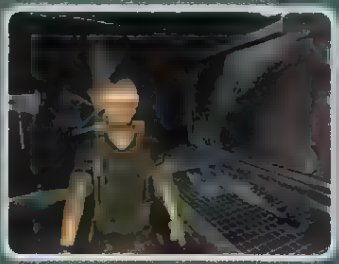
Kieron Gillen

OUT: NOW	FORMAT: PC	DEVELOPER: LEGEND	SPECIAL FEATURES: NONE	CALL: 0161 827 8060
	PRICE: £35	PUBLISHER: INFOGRAMES	OTHER FORMATS: NONE	PLAYERS: 1

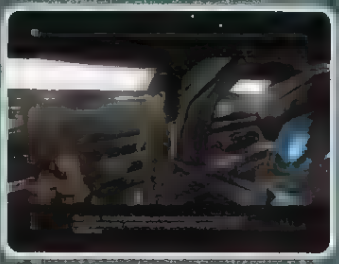
>Crew Cut

If you watch *Star Trek*, *Star Wars* or whatever-it-glitterati that floats your boat, you'll know that massive crews of people are needed for ships. Not in *Unreal 2* – an innovative jobshare scheme gets by with three. And here they are, without their names as I've forgotten them at present. Tech

▲ This is busty girl in impractical clothing. Despite her garb, she's full of helpful advice about missions and fighting. Bless her.



▲ This is cynical geezer who chain smokes fags. He's the engineer sort, and introduces you to the variety of weapons in your arsenal.



▲ Then there's cute blokey alien in a space-suit who blackly sarcastic-tends human others. He's the youngster and gives a pretty bleep.

Like Michael Jackson's nose, it's *Unreal*.
Unlike Michael Jackson's nose, it looks great...

Unreal 2: The Awakening

>Toasty!!

The flamethrower wars continue. Developer after developer ups the impressiveness of their napalm lobbers.

▲ You're introduced to man's red fire by objects burning. Looks pretty. I'll have me some of that.

▲ Get hold of the flamethrower, and it's impossible to resist a few squirts. Lovely. Now to find a baddie.

▲ To be honest, it's hard to resist the urge to just fire your entire magazine into its corpse. Pretty toasty.

Space combat is a perennial joy of videogaming. With what's been promised in video game after video game, it always delivers that in real life the America[illegible] on[illegible] round funding a bunch of [illegible] satellites shooting stuff.

Softography

These guys have also made...

Pac Man All Stars	88%
Grand Prix 4	91%
Slam Tennis	[illegible]
Looney Tunes Space Race	60%
Bugs & Taz: Time Busters	56%
Sheep, Dog 'n' Wolf	91%

Give us armoured space-machines, small-crew freighters, weaponry to reduce Charlton Heston to a drooling simpleton and of course, breasts that could only exist in zero gravity.

NICE SHOOTERS

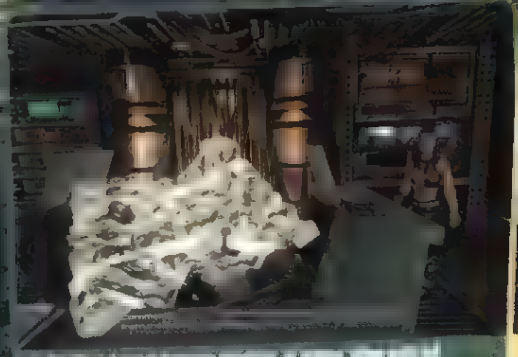
Unreal 2: The Awakening [illegible] of this great stuff, and does it in a far prettier way than primitive mammals could even imagine. But is it really enough anymore? Well, yes, it probably is – if all you want is organised, efficient laser-death. But if you want something a little grander – [illegible] the Children of *Deus Ex* [illegible] their hands – then this isn't the [illegible] you. However, even as a [illegible] it misses the sheer [illegible]dour of the best set-pieces in [illegible] *MOH: Allied Assault*.

PLANET SETTLERS

In theory the intergalactic environs should allow all manner of madness to be conjured. And in th[illegible] it does. Take th[illegible]vel where y[illegible]olve into a living p[illegible]et. [illegible]et off what appears to be a stomach ulcer, then rush to the surface before you can be digested.

>New Features Galore

Well – galore is probably stretching it a little, but there's a few areas where *Unreal 2* does things a little differently than you'd be expecting. If some of these are integrated into a game with a better plot, they may be getting somewhere. Equally, there's more than a few things we miss from other games.



▲ Inventory based bonus stations, as in [illegible] control. Upgrade the suit here and [illegible]

▲ Interaction with NPCs, while not quite *Deus Ex*, is more advanced than *Half-Life*. Click on them and a short menu pops up. Then chat away.

▲ [illegible] by the [illegible] [illegible] which is [illegible]

UNREAL 2: THE AWAKENING

PC

Near! Far!

Sniper rifles are so common they're passe. But linked to the high level textures of doom, you can get impressive results.

A little closer. Admire the fine details in the costume and the cut of his jib. What's a jib? We honestly don't know.

And closer yet, noticing the little glowing effects on the eye goggles. What does it do? Who honestly cares?

And then ultra close, where things start to get a little broken up but still [illegible] Admire graphics. Yes.

Sound [illegible], entertaining fun, yes? Well [illegible] presented in such an unthreatening way - little antibody blobs floating towards you and the screen shaking - that it doesn't satisfy.

HALO AGAIN

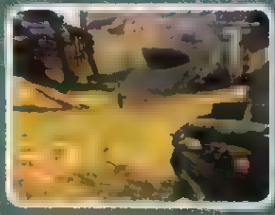
The closest comparison is *Halo*, but with a more episodic structure.

> "...large scale **orchestration** of action is noticeable by its absence, and **each encounter** is very much **of its own**..."

Gunited Nations

A man once said that you can measure the greatness of a First Person Shooter by the greatness of its weapons. Ignore him. He's a dolt. There's much more to a FPS than that, and reducing it to just the boomsticks is missing the point. *Unreal 2* takes most of its weapons from previous versions, reliquing them slightly for the modern world.

The shotgun is a standard [illegible] useful for close combat.

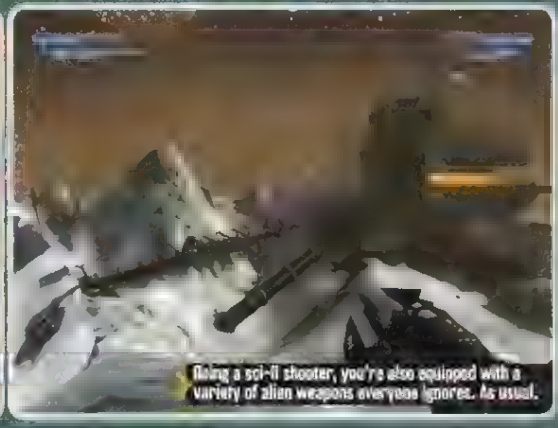


Another old-fave is the rocket-launcher, including lock-in seeking.

The standard side-arm of the series is the assault rifle. Look.

A little bit of extra zoom never [illegible] anyone, that's what we say. Yes.

Coming into their own in the defence missions, barriers can be constructed. See also: Auto-turrets.



Being a sci-fi shooter, you're also equipped with a variety of alien weapons everyone ignores. As usual.

Playing a space-warrior, you have to have to progress through a series of missions - many separated by visits to your space-ship to chat to the rest of your crew. It's a good idea - you can spend as little or as much time there as you like - but an odd addition when the rest of the game is pure shooting.

ORCHESTRA STALLS

And it really is pure shooting, recalling nothing other than series arch-rival *Quake 2*. Large scale orchestration of action is noticeable by its absence, and each encounter is very much of its own. Take out this segment, then onto the next. It's as linear as a ruler.

Of course, graphically, it's amazing. The out-door systems can render scenery sweeping into the distance and intricate mechanics with equal ability. Characters have rag-doll physics, falling around amusingly - well, at least the humans do. Many of the aliens physics system is noticeably weaker. But the urge to show off does often hurt it - and puts you in large open spaces for no good reason, leading to much tedious limping around. Bar the graphical finesse, *Unreal 2* does little any of its peers has already achieved. If you're a devoted fan of the genre, then this is this month's blast. But if you're wanting a next generation game to go with the next generation engine, you'll go away disappointed.

One problem is than the aliens don't have the clever physics of the humans, so collapse wrongly.

Factpack

The stuff you need to know...

Graphics	High Prettiness
Length Of Game	Approx Ten Hours
Unique Worlds	10
Breasts	Unfeasible

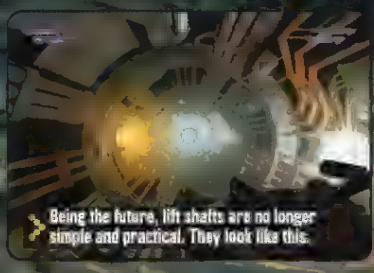
Meeting these fellas happens early in the game. We don't want to ruin it for you.

I love my Xbox so much, I dress in its colours. What do you mean I look stupid?

The Best Bit

The defence missions, with you against incoming forces of humans. Love it.

The cockroaches were the bane of future living. You should see the size of the fridge.



Being the future, lift shafts are no longer simple and practical. They look like this.

Judgement

GRAPHICS Simply stunning. It's a cutting-edge PC game. Some occasional bad clipping errors.

GAMEPLAY Simplistic sci-fi blasting, more sophisticated than *Serious Sam* and less sublime than *Halo*.

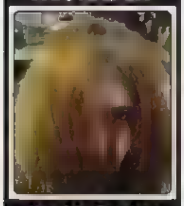
LIFESPAN About ten hours for the single player game. It's not the sort of thing urging massive replay.

It's a big-budget Sci-fi blast but, ultimately, disappointing. A tendency to showcase technology rather than innovate in game.

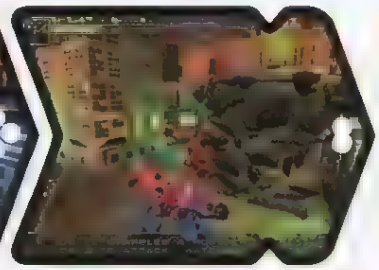
Overall

78%

REVIEWER



Jim McGauley



OUT: APRIL 18TH	FORMAT: PS2	DEVELOPER: INCOGNITO	SPECIAL FEATURES: NONE	CALL: 0207 859 5000
	PRICE: £40	PUBLISHER: SONY	OTHER FORMATS: NONE	PLAYERS: 1-2

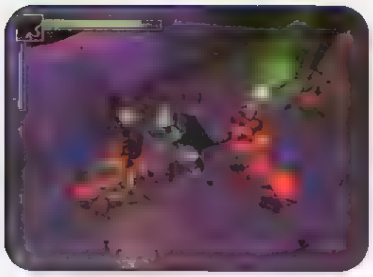
>Wish You Were Here

Dear Mum and Dad,
Having a lovely time! The weather's lovely and hot, and the holiday rep assures us that the massive volcano near by is fully extinct. The food's okay, the beer's not too expensive, and the staff couldn't be more helpful. Oh, and there's a gang of giant monsters fighting each other! How cool is that?

▲ Bit of a palaver when they started attacking the pool, but I think the concierge shooed them away. They're good like that...

▲ We planned to visit the local market, but the monsters had flattened it. It was probably rubbish, anyway. Straw donkeys and that...

▲ Otherwise it's ON SWEET CHRIST THE HOTEL'S COMING DOWN WE'RE GOING TO DIE WE'RE GOING TO – Lots of love, L.



▲ Aieee! The ants have taken over! Or at least, they might take over unless you wipe 'em out. Where's a giant magnifying glass when you need one, eh?

Monsters! Monsters smash! **Monsters trample!** Monsters destroy! Monsters good! **Monsters!**

War Of The Monsters

Monsters are great, especially when they're trying to batter each other with scant regard for the squishy humans they're treading on. It's the sort of thing that could make a great game.

A monster beat-em-up with loads of buildings and people and vehicles to stomp on. Preferably with a cheesy B-movie slant. Wouldn't that just be the best thing ever?

ANT SLAP

War of the Monsters mostly fits the bill, but sadly it's not the best thing ever. It's full of uproarious monster-on-monster action, complete with all the B-movie monsters you've ever wanted. You can smash buildings and fling lorries at other monsters and, best of all, blunder through crowds of screaming, ant-like humans and squish them underfoot.

EYE LEVEL GRILL

It's almost great, but it falters when it comes to the controls. Too many buttons for what's a fairly basic smash-em-up, and getting a lock on your opponent can be a nightmare, holding L1 and R1 while moving and trying to press the right button. On the other hand, the two-player mode redeems matters splendidly. It's played in split-screen mode until your monsters are squaring up and then the display morphs into a single screen for some proper one-on-one destruction. It may not touch *MK:DA* for beatage, but the wanton mayhem is a top bonus. And it's the perfect game for settling those 'Who'd win out of Godzilla and King Kong?' arguments. Or is that just me?

Softography

These guys have also made...

Legend of Dragoon	82%
This Is Football	62%
Medieval	68%
Dropship	81%
Wipeout Fusion	91%
Stitch: Experiment 626	22%

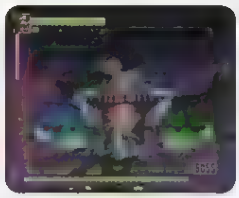
>The Best Bit

>Not caring a jot as a skyscraper collapses around you. Plenty more where that came from.

>Big Robot

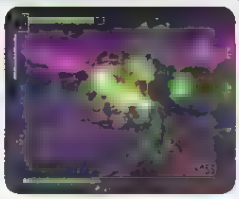
Just when you're getting into the swing, it goes and throws a big boss robot at you. And it takes a lot more killing than your average monster.

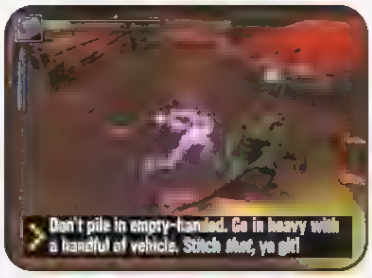
First of all it stands somewhere safe and throws giant exploding balls at you. Which is somewhat irksome.



Ah, but you can pick up the exploding balls and fling 'em manfully right back at him. Hurrah! But even that's not enough.

Eventually he comes out for some full-on scrappage. Time to unleash some special moves. Have some! And some more!





>Don't pile in empty-handed. Go in heavy with a handful of vehicle. Stitch that, ya girl!

Judgement

GRAPHICS Detailed monsters, cities, puny humans, everything, making it an absolute joy to destroy.

GAMEPLAY Smashing stuff. Literally. Pummel your opponent and cause mucho collateral damage.

LIFESPAN Hidden stuff will keep you on the single-player route, and then there's one-on-one...

A great idea done just about well enough to warrant a close look, but with slightly over-complex controls for what it does. Top fun, though.

Overall 78%

GAME BOY ADVANCE

REVIEWER

Joel Snape

OUT: MARCH 28TH	FORMAT: GBA	DEVELOPER: JV GAMES	SPECIAL FEATURES: NONE	CALL: 01895 456 700
	PRICE: £30	PUBLISHER: EA	OTHER FORMATS: GC, PS2, XB, PC	PLAYERS: 1

Kiss Kiss Bang

Bond's as sauce-mouthed as ever in *Nightfire* - 'How come you always end up on top commander?' 'Maybe it's my lower centre of...gravity.'

The Spas repeater shotgun makes short work of even the most strafe-happy guards. Go one sunshine, 'ave 'em all.

The sniper rifle is really easy to use, and take out distant hoods in a single shot. Shplendid shtuff, Mish Moneypenny.

And the Shtinger - sorry, Stinger - is perfect for taking down evil helicopters. Look, there's one now...

▲ Even the death animations and gurgles are pretty good. And just look at the muck in here...

EA are **attempting re-entry** - in one of Bond's most difficult **incarnations** yet. Try not to break it, **007**...

James Bond 007 NightFire

Ah, sub-standard GBA rehash of the Bond license - we've been expecting you. Just take a seat in that chair with the scorch marks, and we'll make this quick.

Like the man himself, this miniature version of *NightFire*'s got a whole stash of surprises down its immaculately-tailored trousers. First up - the controls are really good.

JUMP TO THE BEAT

GBA games tend to have trouble dealing with the range of motion needed in an FPS, but *NightFire* responds with a layout that's intuitive and easy to use. Pressing B jumps if you're running forward and crouches when you move backward - sensible, because you'll never have to jump backwards onto anything. It's rare that you'll have to aim precisely, but when you do, simply holding L and R gives you control over the crosshair.

BONDAGE

Second surprise - it's really well presented. The graphics are okay, but suffer from being a toned-down version of a great-looking game, but everything else is spot on. The gunfire's great, guards yell 'Stop him!', little photo-stories explain the plot in between segments - it's all got a great big-budget feel. The only problem is, it's hard. Jaws hard. Some missions rely on you saving girls who it's quite difficult to see. If you can cope with that, it's a challenge well worth taking on - but do be careful, Bond.

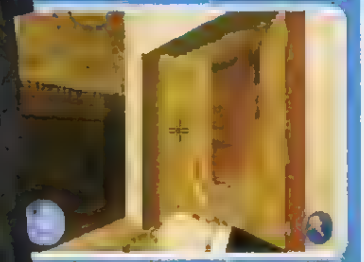
Softography

These guys have also made...

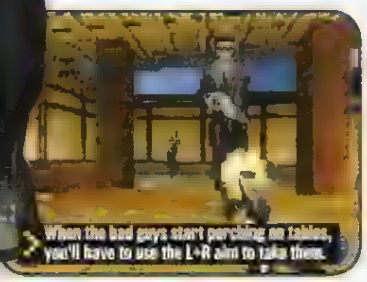
Shox	80%
James Bond 007: Nightfire PC	60%
James Bond 007: Agent Under Fire	76%
James Bond 007 Nightfire PS2	81%
Buffy The Vampire Slayer	80%
Command & Conquer: Generals	85%

Q-ing Up

As well as the cellphone grappling hook John Cleese has thoughtfully provided you with some extra items of kit. Now pay attention Bond.

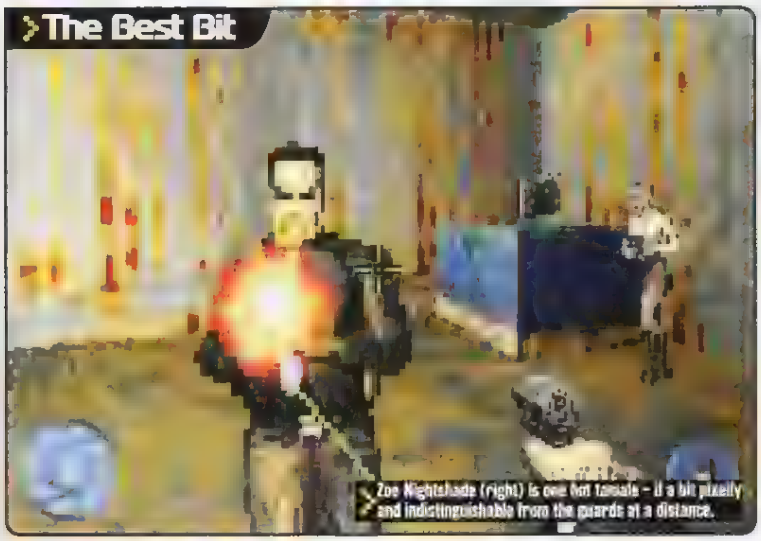


▲ But the Q-laser's crucial for slicing through



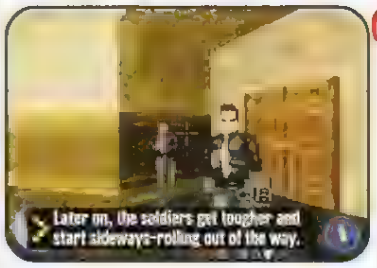
When the bad guys start perching on tables, you'll have to use the L+R aim to take them.

The Best Bit



Zoe Nightshade (right) is one hot tamale - if a bit pixelly and indistinguishable from the guards at a distance.

Early guards seem happy to stand quite still and ping bullets past your head.



Later on, the soldiers get tougher and start sideways-rolling out of the way.

Judgement

GRAPHICS Pretty good for the GBA - although it's still tough to tell the ladies apart from the psychos.

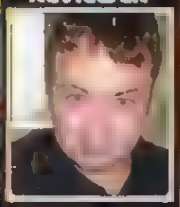
GAMEPLAY Clever control setups complement a fair bit of variety on the old shoot-everyone riff.

LIFESPAN Nine tough levels. Pity there's not a link game. It'll take time to get through the one player.

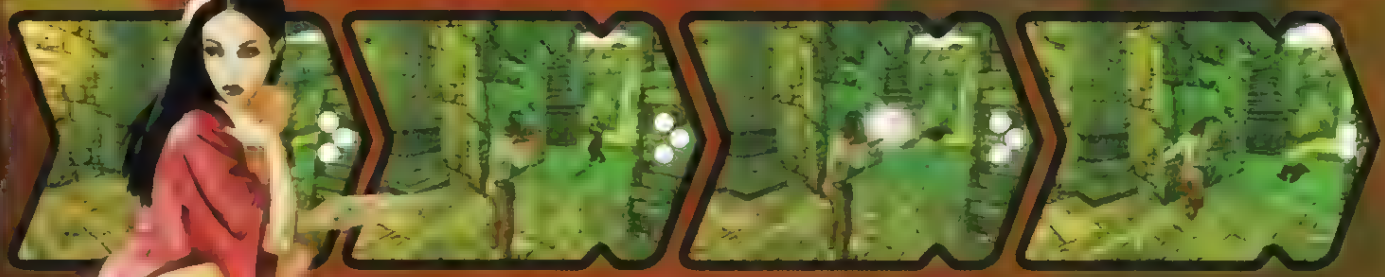
One of the best FPSs for the GBA - best played if you've got a set of headphones and an extra light kicking about.

Overall 81%

REVIEWER



Dan Curley

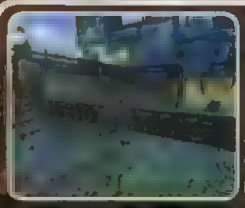


OUT: NOW

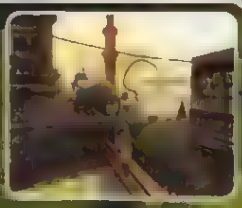
FORMAT:	XB	DEVELOPER:	THE COLLECTIVE	SPECIAL FEATURES:	DOLBY 5:1	CALL:	0870 514 3525
PRICE:	£45	PUBLISHER:	ACTIVISION	OTHER FORMATS:	PC, PS2	PLAYERS:	1

On Location

The adventure kick starts deep in the Ceylon Jungles. Mmmy, that bridge looks a bit rickety. Better get my leaping boots.



You'll roam around spooky castles in Prague. We've been here. Go down the steps to the left to find a great gift shop.



Istanbul, the capital of Turkey, where you turn baddies into chickens. Too much birdlife in this capital we fancy.

Triads will give hot pursuit in downtown Hong Kong. However, that was a suicide step too: around our continents.

>Whip Lashed

▲ You can swing over big gaps so long as there's something to lash onto. Luckily there was.

▲ Enemy pointing weapon at you? Whip it out of his hands. Just look at that length of supple and finely oiled leather fly. Erm, sorry.

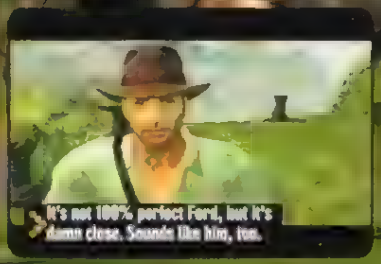
Fancy whipping a load of Germans into a cocked hat?

Indiana Jones & The Emperor's Tomb

>The Best Bit

GAMING MASTERPIECE

The hair-raising jumps between the cable cars in China. Got to get past those guards first though.



It's not 100% perfect Ford, but it's damn close. Sounds like him, too.

Let's face it, Lara Croft is showing her age. Look in her eyes, you can see the passion for adventure seeping from her boots. The fact that she's turning to darkness to muster up a little excitement shows she's over 40 and fearing menopause. Let's thank our lucky stars Indy's out of retirement and has regained his taste for antiques.

Indy might as well be Lara's father, even though this game is more like *Tomb Raider*'s punchy son. Made by the *Buffy* folks (and using the game engine), *Emperor's Tomb* is third-person action-adventuring that has you jumping, climbing up ropes and rolling about like a Judo master.

There's a glorious hand-to-hand combat system that sees Indy scrapping like he's a in bar room brawl, all rock hard punches and unspectacular bootings. Easy combos can be strung together with simple button mauling and even a spot of wrestling comes in with headlocks and wall rams. It's nothing fancy, but it's a beautifully scruffy way of walloping someone to death and tastes more Indy than a Vindaloo.

CEYLON FAREWELL

You start in Ceylon with a huge ten level adventure lying ahead. The Nazis and the Black Triads have teamed up to claim The Heart Of The Dragon – a mind-controlling gem buried deep in China's first Emperor's tomb. If they reach it first, the world's shafted. Apart from Nazis and Triads, hired-goons of many nations donate their hapless lives to your body count and thankfully, you've more than just your fists to end their foul existences.

AUF WIEDERSEHEN

There's a nice range of shooters Indy can get shirty with including pistols, machine guns and underwater spear guns, all of which need ammo (usually found in crates or dropped from a dead baddie). A huge machette's usually on hand to whack the wind out of the enemies and you can usually

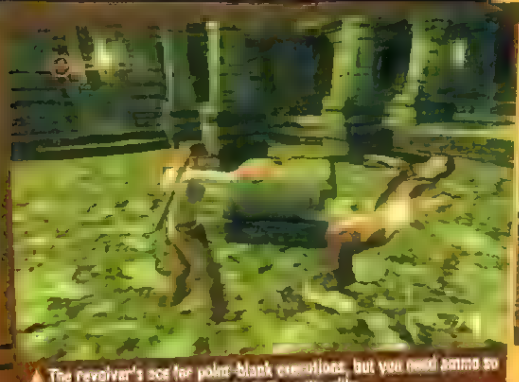
▲ Water from your contact replenishes energy. But no mention of Kendal Mint Cake.

▲ He's big, but he's out of shape. Find his weakness. He's so large he has to have one. Somewhere? Please!

▲ [illegible]

Kinds Of Killing

Baddies are all over the place, and there's only one thing you can do – put them down like dirty dogs. Here are a few ways of handing them their one way ticket to Hell's fires.



▲ The revolver's ace for point-blank executions, but you need ammo so keep stock of your barrel and don't fire willy nilly.

▲ If you prefer the personal touch-of-death, use the Machete to slice Nazis like Frankfurters. Hmmm, I'm feeling peckish...

▲ Grenades are chucked via golf-power bar. Enemies can chuck them back on lower go-ons as these could then "Explode".

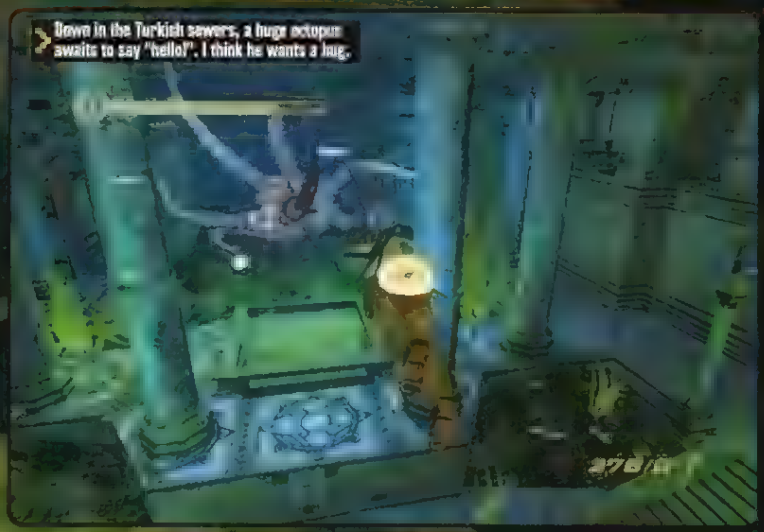
Factpack

The stuff you need to know...

Levels	10
The Year	1935
Fists	2
Whips	1

Sometimes you need to hack through underwater bush. You want to clean out your pond mate.

▲ A flame-thrower Nazi shows you some warmth. Awwww. It was getting a bit nippy down here too.



Down in the Turkish sewers, a huge octopus awaits to say "hello!". I think he wants a hug.

find a blunt instrument to pick up.

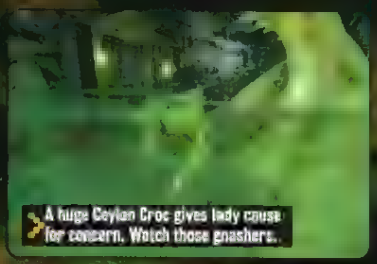
All weapons can be transferred between Indy and the baddies so a fumble on either side means it's up for grabs for the first one to it. It gives the action huge depth. Sometimes you'll be weighing up the risks of pulling out a gun in case the near by enemy cracks you while you're drawing it.

GOODBYEEE

Throughout the game you'll constantly stumble across puzzles and booby traps. Lateral thinking is regularly called in to split up the action which prevents repetition and keeps things close to the films. Poison darts need to be dodged, escape routes found and odd looking drawings need to be, well, made sense of really. It's all top notch Indy stuff and perfectly captures all the ace elements of the man and the movies. Monsters, exotic locations, suspicious characters and back-stabbing. He even looks and sounds like Harrison Ford which makes it all even more believable, charming and utterly essential.

> "...monsters, exotic locations, suspicious characters and back-stabbing. He even looks like Harrison Ford..."

Lara our dear, if we've offended you, the ball's in your court to make good on your sequel.



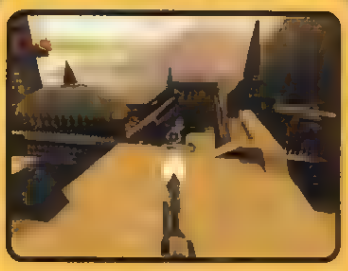
A huge Ceylon Croc gives Indy cause for concern. Watch those gnashers.

Softography

These guys have also made...

Buffy The Vampire Slayer	80%
Spider-Man	82%
Quake 3 Gold	[illegible]
Tarzan: Return To The Jungle	54%
Buzz Lightyear of Star Command	[illegible]
Spider-Man: The Movie	73%

Big Guns



▲ Your first bolted down mini-gun appears in Instanbul. See if you can have his fez off.

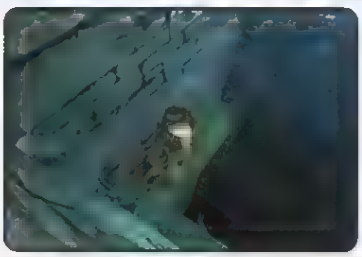
▲ While you're being pulled on a Rickshaw, Triads chase. Get the little fella to pedal faster – quick!

▲ Chinese mountains, Cable Car, Luftwaffe attacking! Shoot-them-up! Whoosh bang wallop!

Indy Things

Harrison Ford might be 120 years old, but this Indy's more able than a double jointed Stretch Armstrong..

▲ Shimmying across ledges gets Indy around drain pipes and ultra thin ledges. Mind out mister.



▲ He can swim, but like a Whale, he needs air so remember to surface. Right then, deep breath...

▲ Indy can roll, useful for going under descending doors. Indy roll? I'd have that down the Chinese!

Judgement

GRAPHICS Beautiful, lush levels are a joy to goggle, the animation tip-top and the cut-scenes just lovely.

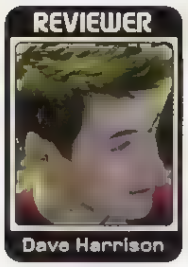
GAMEPLAY The ten gigantic levels take so long to beat, you'll have forgotten the start and do it again.

LIFESPAN Carving Nazis, spearing sharks, swinging across chandeliers, shooting triads...yeessss!

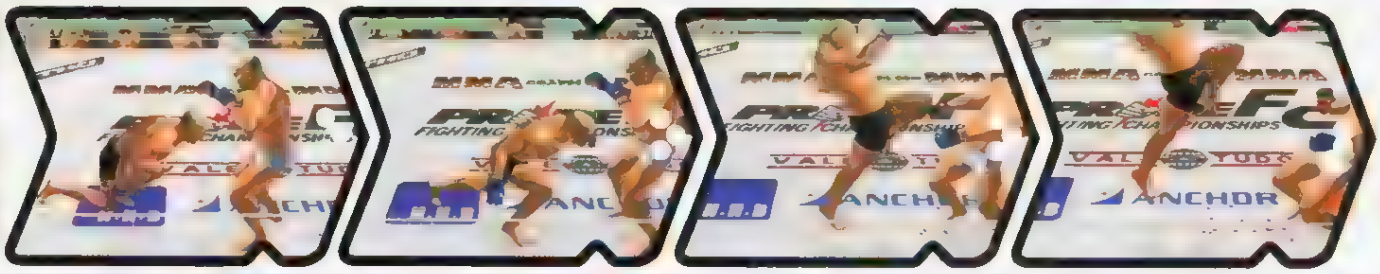
One of the most entertaining and enjoyable games to hit the Xbox and well worth a hatful of your dust-coated dosh. Cheers to Indy.

Overall 92%

REVIEWER



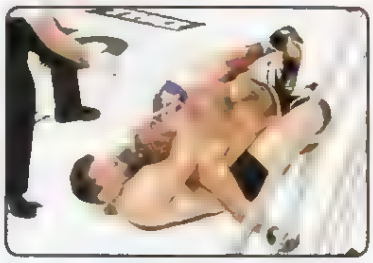
Dave Harrison



OUT: APRIL	FORMAT: PS2	DEVELOPER: ANCHOR INC	SPECIAL FEATURES: NONE	CALL: 01483 767 656
	PRICE: £40	PUBLISHER: THQ	OTHER FORMATS: NONE	PLAYERS: 1-2

The Japanese **no-holds-barred** scrapper kicks. Look away now if you're scared of **big men fighting...**

Pride Fighting Championship



Want to scare yourself? Check out the movies of the various fighters. Grade A choice sickening violence.

There's something very scary about people spending their whole life becoming fighters – that much dedication to violence. Surely there's a cancer cure been wasted in all those hours of effort.

At the same time it's hard not to be curious about ultra violent *Pride FC*, as it's the best pointer to who's the hardest bloke in the world. Being new to the phenomenon, we're not too sure who that is, though we're certain it will be a bloke with short hair and gloves. And there lies *Pride*'s first problem – there's probably not enough people in the UK with the knowledge to really appreciate the detail that has gone into it.

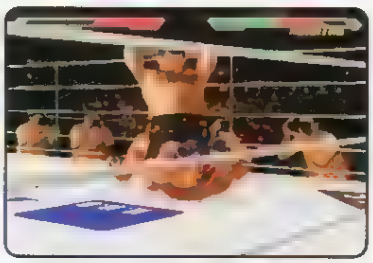
LOVE & PRIDE

What is apparent is this is a very intelligent fighter and in some ways better than *UFC*, Anchor's other no-holds-barred effort. This is largely thanks to the control system which is very much *Tekken*'s with each button representing a limb and block being a simple pull back. Without any complicated combos to learn, each bout depends on countering locks and timing attacks. Sprinkle some shockingly brutal hits on top and you have a compelling combat experience.

HOPE & ANCHOR

It has its limits though. There is a lack of variety in the moves, a problem that is accentuated by the fact that certain moves can only be executed during certain mounts or positions. This results in each bout following a very similar pattern and there's very little opportunity for creativity.

Pride is a very disciplined and focused game which lays strong foundations for what we expect to be a new series. It's like a success story waiting to happen – *Pride* has to develop a bigger following in the UK and Anchor have to add a few more frills to what is an intense and no nonsense fighter. And it does suffer from the absence of a Career Mode or stuff to unlock, as this leaves it all feeling a little hollow.

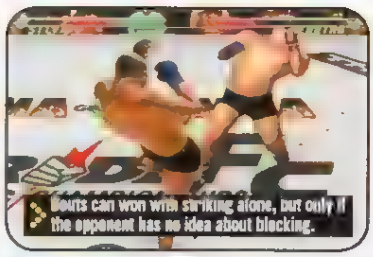


A charming touch is the spray of blood on to the camera screen during particularly nasty beatings.

Softography

These guys have also made...

WWE Raw	72%
UFC	85%
Toy Fighter	86%
WWE Raw Xbox	64%
Circus Maximus	[illegible]
Evil Dead: Hail To The King	12%



Bouts can won with striking alone, but only if the opponent has no idea about blocking.

Judgement

GRAPHICS Good but the fact that the fighters faces don't get mashed is a disappointment.

GAMEPLAY A mix of brutal action with a subtle and understated control system.

LIFESPAN Really lacks a Career mode. You can only win the Grand Prix so many times.

A refined fighting game that has true grit. You can feel the real quality, unfortunately you can't feel the width.

Overall 72%

Mother's Pride

There's an excellent Create a Fighter mode. Not only can you decide the look but also choose every single move that they use.

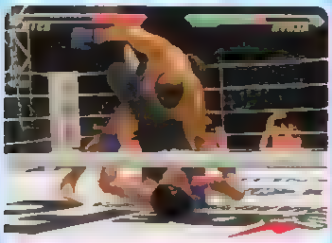
First job is to decide the look for your fighter. There's not the range of options you get in SmackDown!, but it's OK.

The real business is designing your fighter's moves. There's loads of options depending on the position.

It's best to have the option of a chainable combo or one solid hit. Also it's best to make a note of your own combos.

Ride 'Em Cowboy

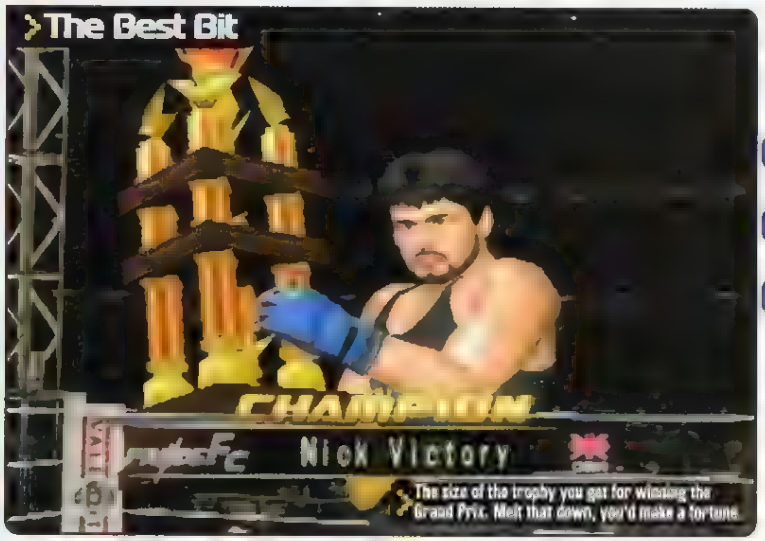
While bouts can be won and lost with standing up striking, to become a true champion it's the mat work that has to be mastered. The trick is to wear down an opponent's stamina and then go for a submission.



▲ Smacking the opposition in the teeth wears down the stamina, then go for the submission.

▲ Key to successful groundwork is being able to flip your opponent over and gain the advantage.

The Best Bit



The size of the trophy you get for winning the Grand Prix. Melt that down, you'd make a fortune.

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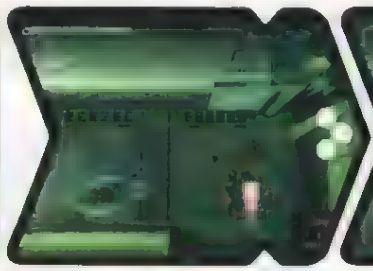
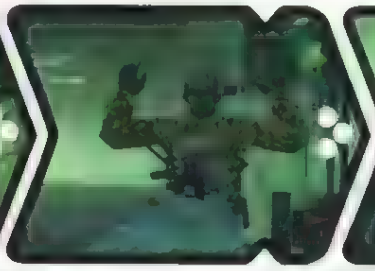
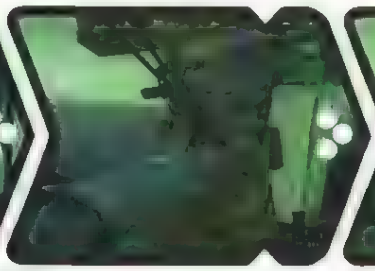
REVIEWER

Joel Snape







OUT: NOW | FORMAT: PS2 | PRICE: £35 | DEVELOPER: KCEJ | PUBLISHER: KONAMI | SPECIAL FEATURES: EXTRA DOCUMENT CD | OTHER FORMATS: XB | CALL: 0901 4747 484 | PLAYERS: 1

Gunner Get you

Each of the main weapons (handguns, rifles, sniper rifles, explosives etc) has five missions. If you haven't got the hang of the Grenade Launcher after Snake's level 5, you're in trouble.

The AX's one of the trickiest weapons in master - it's difficult to do a smooth sweep because of the recoil. So grip hard and stand firm y'hear...

Piloting the Nikita missiles, you've got to worry about slopes, narrow gaps and running out of fuel. Or you can just check your appearance. Hai-lo!

And as ever, the First Person missions are fairly pointless, because you don't get a semi-auto lock on. Gah. Where's the fun in that?

Snake strikes back - in an update that's lost **some of its venom.** But is it a **load of old cobras?**

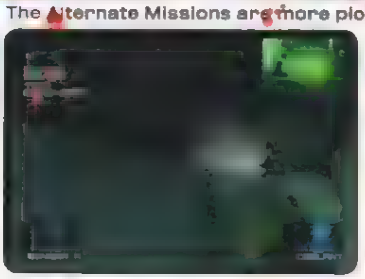
TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

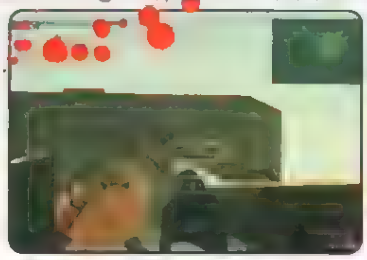
SUBSTANCE

Keep Practicing

The Alternate Missions are more pictless mini-games, but set in the 'new' VR system.



▲ Bomb Disposal is quite good fun - they're mostly hidden in some fiendishly sneaky places.



▲ Eliminate All is brilliant - although we wouldn't really recommend this tactic.

▲ And Hold Up teaches you the silky skills you'll need to swipe all the main game's dog tags.

Try to picture *MGS: Substance* as a big tin of biscuits. From the outside, it looks huge - you might never finish it on your own.

The trouble is, you'll get through the few *really* nice biscuits in no time. Then you'll chug through the boring ones that are just there to make up the numbers. Then you'll suffer through the biscuits no-one really wants, just to get to the second layer - where the nice biscuits start again.

Softography

These guys have also made...

S[illegible] Pro Evolution	90%
[illegible] Hill 2	86%
Metal Gear Solid 2	96%

CHOCOLATE CAKE

First things first, though - if you haven't already got *MGS 2*, run out and get *Substance now*. You're getting a full game that's still one of the best on PS2 - like a big, free chocolate cake - with a tubful of extras that make you love it even more.

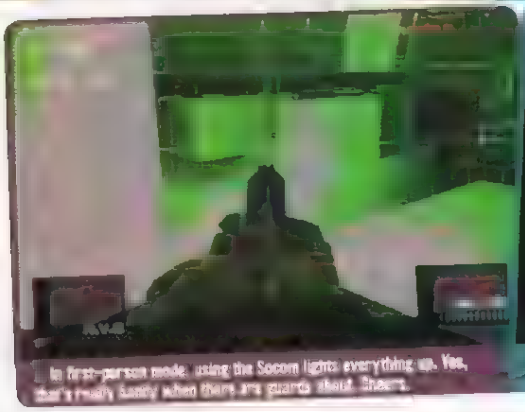
Still here? In that case, you may go straight for the VR Missions (or digestives, if you like). These come in Sneaking, Sneaking Eliminate, Weapons and First Person flavours. Raiden and Snake each have their own set, using the same environments but different guard patterns.

BOURBON CREAMS

Snake's are tougher, but they're still all fairly easy. The real skill is completing them to the Gold Standard - as fast as possible, avoiding unnecessary death and keeping shots to a minimum. The Weapons missions are more like Bourbon Creams - a matter of personal taste. Shooting moving blocks with a grenade launcher is

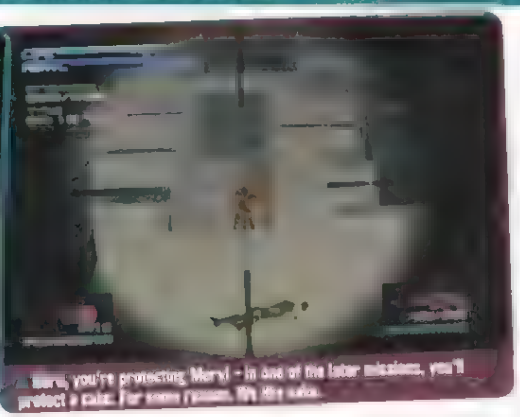
Variety's The Spice...

Although they take ages to unlock, much like those tins of Christmas biscuits, the Variety Missions all offer an interesting challenge. Pity there aren't more of them. (Missions as well as biscuits).



In first-person mode, using the Socom lights everything up. Yes, that's really handy when there are guards about. Cheers.

[illegible] specific situations. It's all about the zoom lens.



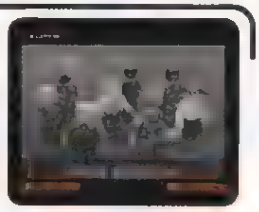
Here, you're protecting Meryl - in one of the later missions, you'll protect a cake. For some reason. We like cake.

Docu-Mental!

Document lets you rifle through concept sketches and 3D character models. Ooh, curvy. Nice pecs mister.

It's also got some wonky design sketches and game planning – much of it in Japanese. Can you tell what it is yet?

Who *didn't* want the mini-Revolver Ocelot when these came out? Yay! Look at the tiny people – aww bless 'em.



And keep a look out for Hids taking infiltration lessons from a pro. He's so macho...Hey, point that away from me.

Suit To Kill

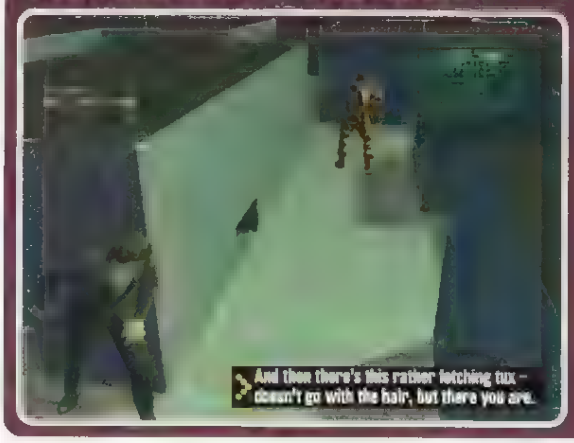
Completing 50% of either characters' missions unlocks their first alternative outfit – 100% unlocks the second one. And they aren't just for style's sake – they come with their own missions...

Naked Raiden's too busy holding onto his dignity to strangle guards. Nerk!

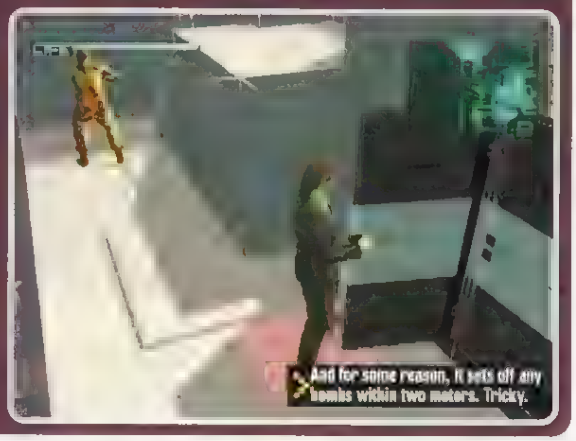
Ninja Raiden's sword isn't the quietest way to dispose of guards.

But his suit's certainly pretty cool – and it hides that awful barnet.

Snake's Plissken outfit's based on his Navy Seal disguise.



And then there's this rather fetching tux – doesn't go with the hair, but there you are.



And for some reason, it sets off any bombs within two meters. Tricky.

tedious, but sniping's really good fun.

JAMMIE DODGERS

It's also in VR that you'll come up against the worst bit of *Substance* - the First Person mode. It's not 'training', because you have to use a different set of controls from the rest of the game. It's not 'fun', for the same reason. *MGS* just wasn't designed to be played like this. Slog through that lot, and you're rewarded with the Jammie Dodgers of *Substance* - the Variety Missions.

...it isn't much different to playing *Sons Of Liberty*, except on hard, with no radar, and with a mullet...

GINGER CRUNCH

These use all the skills you've already learned in inventive missions and feature some typically cheeky Kojima humour. Then there're the Alternative missions - picture these as VR, except more realistic. Once again, the early ones are all too easy - things only really perk up when you're forced to deal with multiple guards, including ones in stealth suits.

The Snake Tales are the most disappointing bits - you get to control Snake for a while, but only in remixes of the existing story. Sneaking through the Parcel Room is the same, why ever you're doing it, and there's nothing added to the genius detail of the original. It isn't much different to playing *Sons Of Liberty* except on Hard, with no radar and a mullet.

Like any DVD extras, how much you care about the UK-only Document disc depends on whether you want to see the magic behind the game, but it'll be fascinating for aspiring game designers. It's also worth a play for the music track selection - Harry Gregson Williams cranks out a hell of a rousing theme.

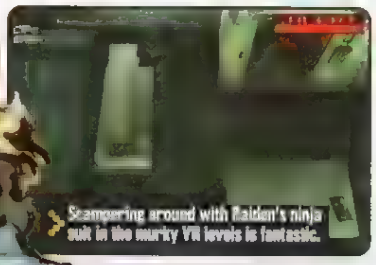
Whether you love *Substance* will depend on what you like about *MGS*

If it's the feel of leading guards about with mucky books and wall-taps, there's tons for you here. If it's the blood-thumping cutscenes, the brain-twisting plots and the clever set-pieces, you might find this one's gone a bit stale.

Factpack

The stuff you need to know...

VR Missions	35
Alternative Missions	153
Snake Tales	3
Discs	2



Scampering around with Raiden's ninja suit in the murky VR levels is fantastic.

The Best Bit

'Convincing' guards to pose for a holiday snap with a cheeky rhythm mag.

Judgement

GRAPHICS There still aren't many PS2 games that let you watch ice melting and ogle Louise Nurding...

GAMEPLAY Tons of variety – shame there isn't more emphasis on more varied missions.

LIFESPAN Days for all the VR and Alternative missions, longer if you haven't played it before.

Not got *MGS2*? Get this. Enjoy a good sneak? Get this. Don't want to encourage slightly half-hearted updates? Don't. It's that simple

Overall 80%

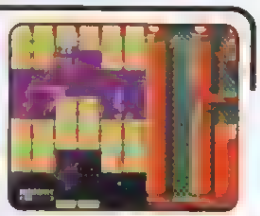
REVIEWER

Jim McCauley

OUT: NOW	FORMAT: GC	DEVELOPER: SEGA	SPECIAL FEATURES: NONE	CALL: 0208 995 3399
	PRICE: £40	PUBLISHER: INFOGRAMES	OTHER FORMATS: NONE	PLAYERS: 1-2

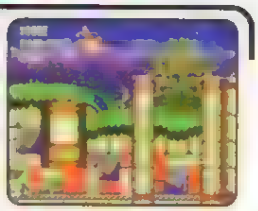
Four Star

Sonic the *what*, you're asking? Tsk. Time was when the blue bread & milk-guzzler was equal only to *Mario* in terms of greatness. See...



Sonic 1 introduced the hills and was an instant hit, practically handing the MegaDrive the 16-bit market on a plate.

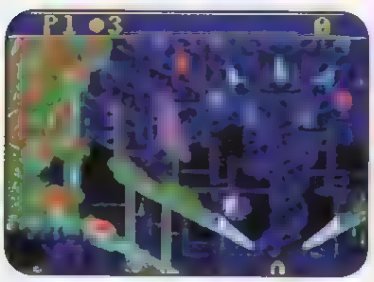
Sonic 2 brought a sidekick and refined the controls, but kept the high-speed lunacy that we all loved.



Sonic 3. As far as we're concerned, the best of the series. But by this time people were getting a bit tired of him.

Sonic & Knuckles. Rushed out after *Sonic 3*, it was little more than an add-on. Everyone gave up on *Sonic*.

Sonic 3D Blast. It has Sonic. It's in 3D. But despite the title, it's anything but a blast.



▲ Okay. So you have this game character who can roll into a ball. So let's make him into a pinball game! Curiously, Sega have never made him into a football.

"You'll **never** get *Sonic* **on a Nintendo!**" they said...

Sonic Mega Collection

If you believe the Chinese, right now we're living in the year of the goat. Or possibly the sheep, depending on where you look.

Unless you happen to be Sega. As far as they're concerned, this is the year of the hedgehog. *Sonic the Hedgehog*, the brash, blue anti-*Mario*

SPECTRA SONIC

It's all seven *Sonic*-related MegaDrive titles ladled onto the Cube. There's no extra polish - the games appear exactly as they did on the ancient 16-bitter. Amazingly, they still look rather good, particularly the later offerings Honest-to-goodness high-speed platform antics await you in droves And we're serious about the high-speed bit. *Sonic* fair whizzes along, encouraging you to learn the level layouts so that you're not smacking into things every few seconds.

BEAN KICKER

The four 'proper' Sonic games make this well worth looking at, but there's more. *Dr Robotnic's Mean Bean Machine* is there as well - a pretty decent *Tetris*-y puzzler - as are *Sonic Spinball* and *3D Blast*. Neither of them are brilliant. The first's a lumpy cross between *Sonic* and pinball, the second's a very ordinary isometric adventure. Oh, and there's a gallery of extra videos, pictures and stuff. A few minutes' entertainment. And - whisper it - a load of extra hidden games and variations that aren't too tough to unlock. Nice. Even if it's all a *little* dated, just *feel* the width.

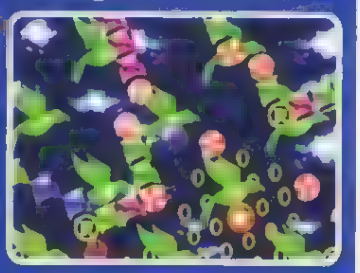
Softography

These guys have also made...

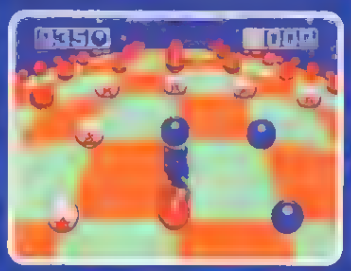
Shenmue	92%
Virtua Tennis	94%
Ecco the Dolphin	88%
Super Monkey Ball	91%
Ferrari 355 Challenge	84%
Sega Bass Fishing Duel	73%

Bonus!

The *Sonic* series always [illegible] good line in bonus rounds. Except for the one in *Sonic 3*, which was a fairly boring ring collecting race in rubbish 3D.



▲ Aiee! That original *Sonic* bonus round! It rotated. You moved it up in seconds. Well, we did.



▲ A top 3D offering from *Sonic 2*. Hit the blue balls. Avoid the red balls. Find the chaos emeralds.

The Best Bit

These high-speed loop-the-loops are always special. *Now* isn't? Supersonic.

Judgement

GRAPHICS Bright and chunky old-skool 16-bit. Not what you bought your Cube for, really

GAMEPLAY Fast and demanding platforming with loads of hidden stuff to find. And a puzzle game.

LIFESPAN He's lasted well over a decade, so this little lot should keep you occupied rather well.

An important historical gaming document? Or a nice little bundle of old games? Who cares! Either way it's a gem.

Overall 84%

OUT: NOW	FORMAT: PS2	DEVELOPER: MICROIDS	SPECIAL FEATURES: NONE	CALL: 01908 223377
	PRICE: £35	PUBLISHER: MICROIDS	OTHER FORMATS: NONE	PLAYERS: 1-4

Giddy-up! Giddy-up! Oh, my giddy aunt. Whoah there! Is there a vet in the audience? **One with a shotgun?**

Realism? Forgeddaboutit. The racing's rubbish, and the magic's no better.

Ben Hur

Chariots Of Ire

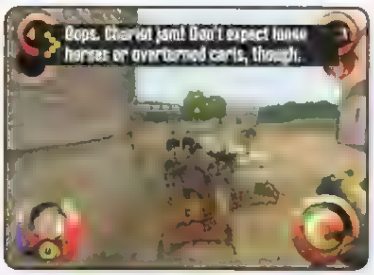
Those crazy Romans and their empire. To reflect this, the races take place all over the shop.

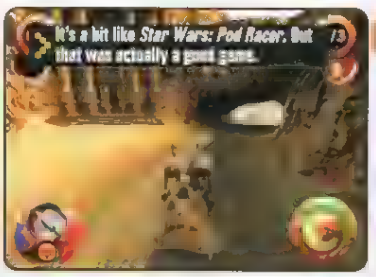
One minute you're galloping around freshly-constructed ancient ruins in Northern Africa...

...the next you're in chilly Caledonia. That's Scotland, if you're not Roman. Which you probably aren't, really.

As Roy so correctly pointed out as I un-shrink-wrapped it, *Ben Hur* ought to be a blinding game.

The ancient film had it all - fast and thoroughly dangerous chariot racing, angry men hitting each other with sharp weapons, epic settings, snails and oysters, the works. *Ben Hur* the game never had a chance of living up to the amazing digital version in my head. Shame, though, that it barely makes the grade as a game. It's rubbish. It packs all the panache of a third-rate racer that's had the cars deleted and replaced with ugly and unarticulated horse/chariot combinations, with some inept combat and, for some reason, magic thrown in as an afterthought. But don't fall for it. When the mechanics are as critically knackered as they are in this, not even a naked Alyson Hannigan could save it. Not that I look for such options in games. Oh no. Definitely not. Ahem...


Oops. Chariot jam! Don't expect funky horses or souped-up carts, though.


It's a bit like *Star Wars: Pod Racer*. But that was actually a good game.

Beyond Our Ben

The circuits are supposed to be detailed and exciting. And they're the best thing about *Ben Hur*. Sadly, they're also absolutely crap.

Judgement

GRAPHICS Fair-to-middling locations, the occasional not-bad effects and very lame horses.

GAMEPLAY Appalling. The racing's bad enough, but when you get into a combat situation...well...

LIFESPAN William Wyler's 1959 movie of *Ben Hur* clocks in at 212 glorious minutes. This won't.

Ben Hur? Ben Hyurrrgh, more like. A bad racer and an appalling waste of a good idea that stinks worse than a rotting horse.

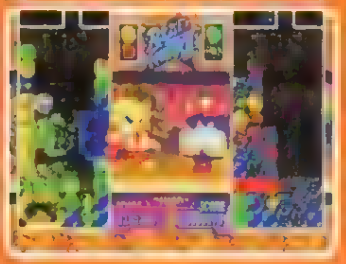
Overall 26%

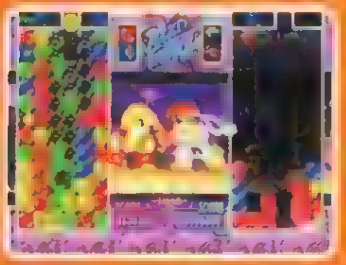
REVIEWER: Jim McCauley

OUT: NOW	FORMAT: GBA	DEVELOPER: CAPCOM	SPECIAL FEATURES: LINK UP	CALL: 0208 846 2350
	PRICE: £35	PUBLISHER: CAPCOM	OTHER FORMATS: NONE	PLAYERS: 1-2

Gem Storm

Yeah, we know the whole *Street Fighter* thing is an utterly pointless addition. Maybe it makes sense on a big screen, for the benefit of other people who might be watching, but on the GBA that's unlikely to happen. Unless they're looking over your shoulder on the train. Some people, eh? What's this country coming to? Roy didn't fight in the war for...(Oil Git. –Roy)


The action is hot, typically you'll be watching the right hand window. The rest will pass you by.


When your window gets full of gems, the other guy wins the fight. Possibly. Was can't tell, eh?

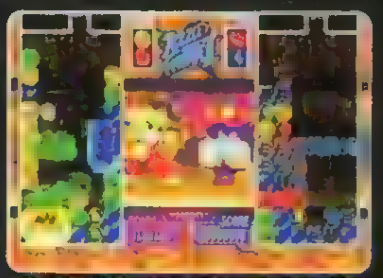
Okay, I'll **drop that one** there, and...Ow! Stop **flinging fireballs** at me! Puzzles and fighting...**argh!**

Super Puzzle Fighter 2 Turbo

Stop me if I'm missing the point here, but when I'm playing a puzzle game I'm looking at the puzzley bit.

I don't look elsewhere because that way lies biffed-up moves and Game Over. I've been playing *Super Puzzle Fighter 2 Turbo* for ages and I've barely registered the whole *Street Fighter* thing in the middle of the screen. I'm sure it's great, though.

Yeah. *SPF2T*. Revered by many as puzzling at its finest, and now it's on the GBA. A good reproduction, too. You drop pairs of gems and try to fit same-colours together then blow them up, while diddy Street Fighters do the beating on each other. Hardly the toughest game to convert to the GBA, of course, but it's still near-perfect puzzle fun, both in single- and two-player mode.


Once this little beauty gets into your brain you'll be seeing tumbling gems everywhere. And, possibly, strange fighting midgets. Such is life.

Judgement

GRAPHICS Effective. You don't need top visuals for the puzzle, and you won't see the rest anyway.

GAMEPLAY Top marks for the puzzley bits, but as for the *Street Fighter* stuff? Why?

LIFESPAN Like any decent game that involves fitting falling thingies together, it'll last you *ages!*

Sophisticated? Nope. Daft? Utterly. The *Street Fighter* bit? Totally pointless. Still an absolute corker of a puzzler, though.

Overall 82%

REVIEWER: Jim McCauley

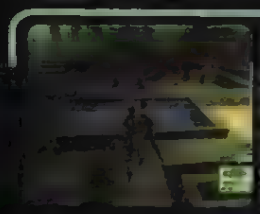
REVIEWER

Kath Brice

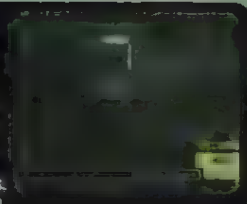
OUT: MARCH 28TH	FORMAT: PS2	DEVELOPER: UBISOFT	SPECIAL FEATURES: NONE	CALL: 01932 838 230
	PRICE: £35	PUBLISHER: UBISOFT	OTHER FORMATS: XB, PC	PLAYERS: 1

Extra! Extra!

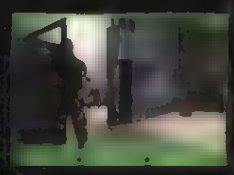
The PS2 has a new level set on a nuclear plant. Sam even dons a snazzy snowsuit instead of his usual black.



In the Xbox version, you had to cross this roof while the light was off. Now you can cross at your leisure - easy.



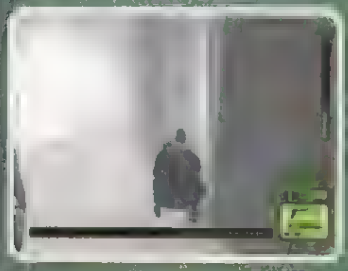
The final Presidential Palace level has been changed a lot. Now there's a tunnel full of laser beams and wall mines.



Added to the PS2 version are lots more gunfights in the Kalinatek level. Here you're up against three angry men with shotguns.

Guns & Gadgets

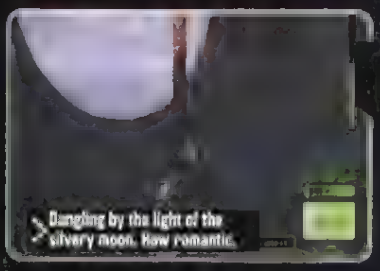
[illegible]



[illegible]

It didn't stay an **Xbox exclusive** for long. Sam Fisher has snuck over to the PS2, **but is he still hot?**

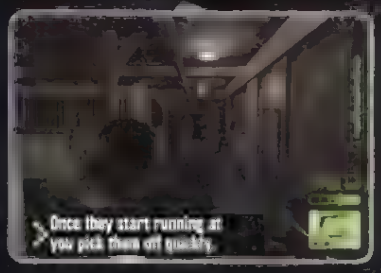
Splinter Cell



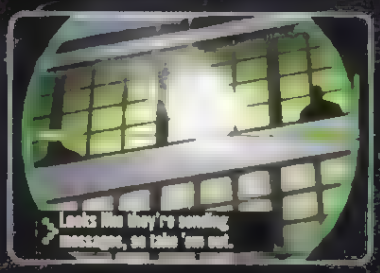
Dangling by the light of the silvery moon. How romantic.

Hopefully, Bill Gates has sacked the person who translated his *Splinter Cell* wishes to French developer Ubisoft, because the words 'exclusive to Xbox' seem to have gotten mixed up with the words, 'feel free to release it on every console under the sun'. *Splinter Cell* is no longer an Xbox exclusive and PS2 owners are the next lucky punters who get to experience Tom Clancy's top espionage outing.

An extra level set in a nuclear plant has been added for the PS2 release and a fair bit of the game's content has been changed. New sections have been added and old ones whisked away - and now hints appear on screen so there's less chance of you having to backtrack for an item you forgot to pick up. It seems that *Splinter Cell* has been made easier for the PS2, perhaps in response to players who found the Xbox version too tough, and most areas contain fewer enemies than they did before.



Once they start running at you pick them off quickly.



Looks like they're sending messages, so take 'em out.

OUT OF THE DARK

Splinter Cell has also lightened up a great deal on the PS2 - and we don't mean that Sam Fisher now cracks a joke every two minutes. Generally the game isn't as dark and you won't have to use night vision very often. The lighting effects and shadows aren't nearly as dramatic to look at and unfortunately they're inconsistent too. Instead of Sam disappearing into the darker areas as he did in his Xbox outing, the on screen meter is the only way of telling whether he's meant to be invisible to enemies.

NO HIDING PLACE

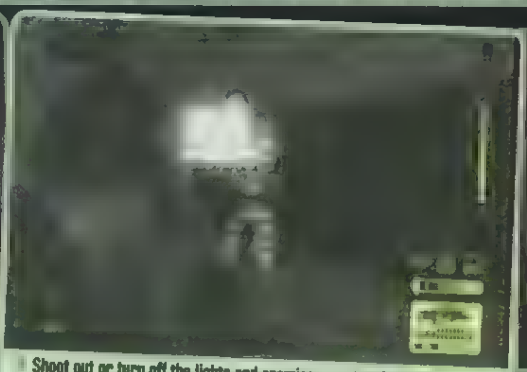
Stand in an area that looks quite light and the meter will often show that you're totally hidden. But hide in an

▲ If you've knocked out an enemy and not hidden them properly, another guard might come and wake them.

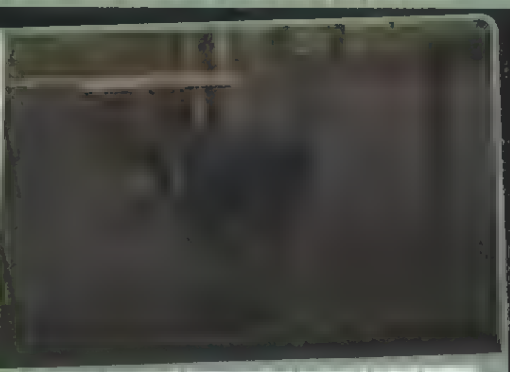
▲ Sam's pretty nimble for his age and there's plenty of climbing, jumping and shimmying to do.

▲ Some levels have wall mines that you must disable by pressing a button when the light is on green.

It's A Knockout!



Shoot out or turn off the lights and enemies are at an immediate disadvantage – they don't have your night vision goggles.



Factpack

The stuff you need to know...

Missions	14
Countries	4
Nice Black Suits	1
Gadgets	Loads

▲ There's no radar in this game. If you're stood in the light and an enemy is looking, you will be seen.

▲ Guards search more doggedly if they' get a good look at you. If they just sensed you, they'll only have a peek.

area you think would be dark, like underneath a lorry, and you might as well be wearing a flashing neon sign saying 'I'm with the NSA'.

BRIGHT LIGHT

Gripes aside though, *Splinter Cell* is a still a hugely enjoyable game and creeping around behind enemies is as tense as gaming gets. You soon become so accustomed to staying in the shadows that being forced to cross a brightly lit room nearly causes heart failure. Many of the ideas are brilliantly executed, as the game is completely immersive and the close checkpoints mean you'll always want to try a section one more time. Even if stealth isn't your thing, *Splinter Cell* has a bit of everything and there's as much action and puzzle solving to be found as there is sneaking.

Old Gatesy might be able to sleep easy at night knowing that the Xbox game has the technical edge (and we're sure he will), but PS2 owners should take heed and rest assured that their version is still a top game that shouldn't be missed.

> "...you become so **accustomed** to staying in the **shadows** that crossing a **brightly lit** room nearly causes **heart failure...**"

The Best Bit

Finding a useful pipe to shimmy across, then breaking your fall on the other side by landing on top of an unsuspecting guard who was washing his hands.

Softography

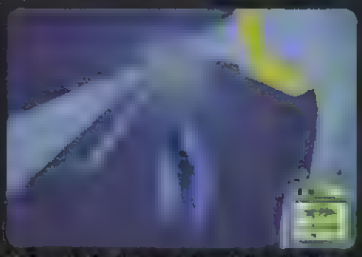
These guys have also made...

Splinter Cell	90%
Rogue Spear GBA	85%
Rayman 3: Hoodlum Havoc	77%
Duke Nukem: Manhattan Project	76%
Myst 3: Exile	23%
Grandia 2	81%

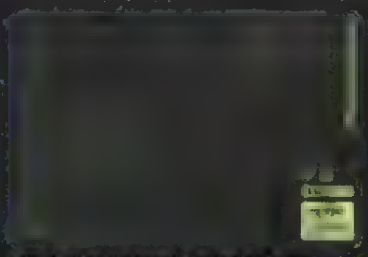
Puzzling

Double Vision!

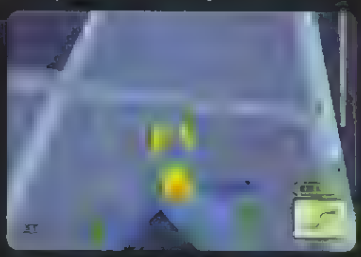
Along with a hoard of gadgets that include a lock pick, laser mike and optic cable, Sam has a nifty headset...



▲ Thermal vision lets you see people through objects and you also use it to spot laser beams and land mines.



▲ Night vision gives you the upper hand against enemies in the dark and it's also useful for navigating.



▲ This hedge maze would be impossible to navigate without thermal vision – there are guards and dogs.

Judgement

GRAPHICS Still looks great on the PS2, but prone to slowdown every now and then.

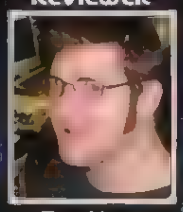
GAMEPLAY Fast-paced and addictive. You'll enjoy every second playing as Sam Fisher.

LIFESPAN The first few levels are simple, but it gets tougher. Very little replay value though.

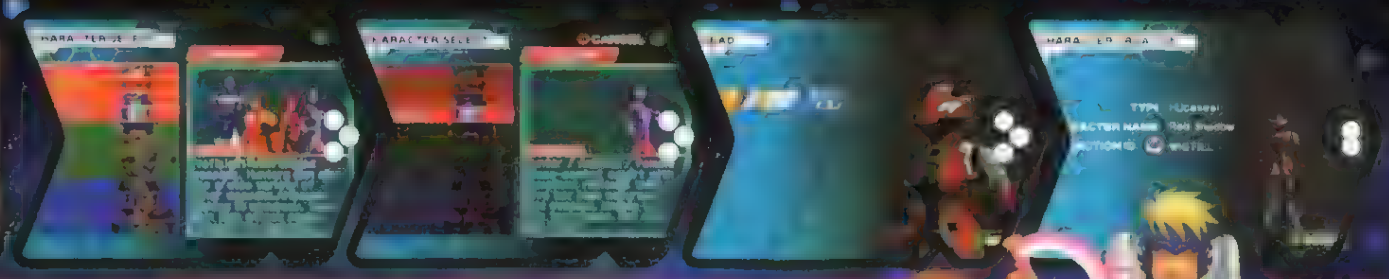
Gives the stealth genre a brand new twist and does it with style. A few minor let downs but still a quality game.

Overall 85%

REVIEWER



Tom Mayo

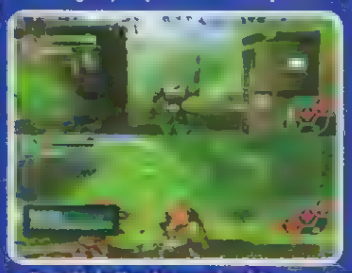


OUT: NOW | FORMAT: GC | PRICE: £40 | DEVELOPER: SONIC TEAM | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: | OTHER FORMATS:

A La Mode

We played with a mate, and the split screen was mainly fine, but we found the very first boss to be a heck of a lot harder – much of the time we couldn't even see what damage we were dealing!

▲ Normal Mode: You and three friends crowd around your Cube and take on the game. Similar to the online game, but you don't need a keyboard.



▲ Battle Mode: If you've ever played in deathmatch mode, you'll know what to expect. Fight against your mates, earning points for kills.

▲ Challenge Mode: And what a challenge it is! Stripped of your level and hard-won items, you have to battle through tough mini quests.

At last, your chance to get online with the GC, and be part of a brave new world...

Phantasy Star Online: Episode I & II

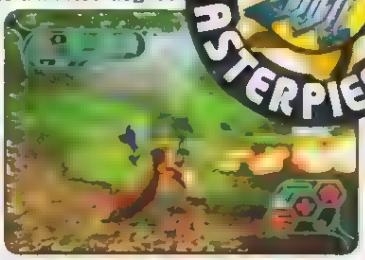
GAMING MASTERPIECE

Weapons

Each class has its own favourite weapons, but you can also mix and match to a limited degree.

▲ Melee weapons tend to be the most damaging, and can even sometimes hit multiple ground enemies.

▲ Ranged weapons do less damage than melee ones, in general, but have the added safety of death from afar.



▲ Spells are powerful *and* ranged, but you have a limited number of Technique Points to cast them.

Phantasy Star Online **was a major success on the dear old Dreamcast, creating a vibrant, insanely dedicated online community which is still active even today.**

Sonic Team and Infogrames have taken everything that made it so great to play three years ago, added a shedload of new features, and given the GameCube probably the best online console game yet.

Softography

These guys have also made...

Phantasy Star Online	81%
Sonic Adventure 2	90%
Samba De Amigo	[illegible]
Nights	[illegible]
Chu Chu Rocket	[illegible]
Puyo Pop	[illegible]

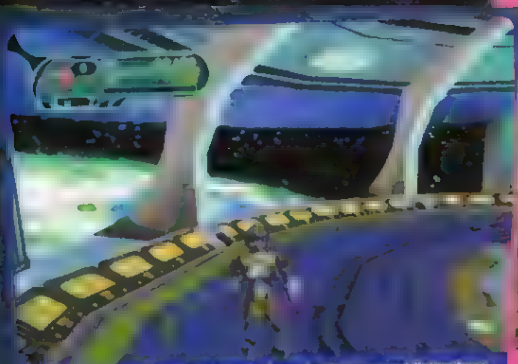
HI FI SCI FI

Strong words, maybe, but anyone who played *PSO* will be nodding their heads sagely, even as the rabid foam drips from their grinning lips in anticipation of getting their hands on one of the most purely addictive games ever. For those that aren't entirely familiar with the concept, *PSO I & II* is a sci-fi flavoured RPG, light on plot and heavy on fun. You create either a Force (magic user), Hunter (close combat specialist) or Ranger (marksman) and mess about with a detailed character modelling system.

FOREST GREEN

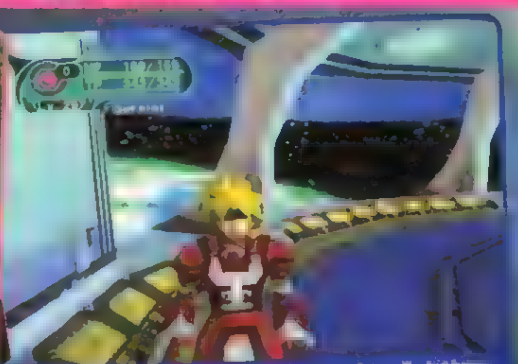
You find yourself on Pioneer 1, and can safely head straight into the fray – a visually lush Forest level crawling with creatures. You use magic or weapons to kill them, earn experience, pick ups to sell or use, heading back to base when needed, to rest up. It sounds incredibly dull on paper –

Class War



▲ Hunters are the frontline troops. Armed with supercool lightsabres and a variety of other melee weapons, they walk in, slash and slice.

▲ Rangers get guns, but aren't as tough as Hunters. They can use a long combination gun, which is damaging, hitting gifts, and snipes. Their damaging gun.



▲ Forces get to cast the showy, explosively destructive spells, but have less health in return. They can wreak absolute havoc at high levels.

Another World

Forest: The first and simplest area, no tricky bits as such, with a big red dragon as the final boss. Kind of a training level.

Enemies can poison and paralyse you.

Mines: Robots a-gogo here, and lots of flying enemies too. Be prepared. The main enemy slows you down. Ack!

Ruins: The end of the original game, with some truly evil enemies. Some of them even cast spells on you! Cheats!

entering a room, killing the stuff inside, and moving on, for potentially hundreds of hours. Awful? No, dreamy.

LUST FOR LIFE

You are driven forward by the need to just get one level higher, get another couple of stat points so you can use that cool new sword you found...

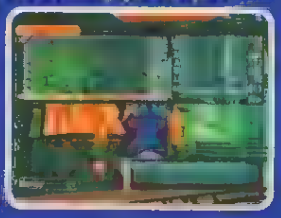
> ...the world is **original,** well rounded, and – **most excitingly of all** – you can help shape its **community** just by playing...

Rough Guide To...

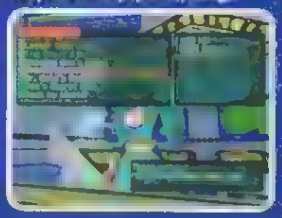
Strolling around Pioneer 1, you'll find it's smaller than it looks. Whenever you're not knee deep in Evil Shark chunks, this is where you rest up, take on missions, store items, and sell your loot.

▲ The bank is where you can store money and items while off adventuring.

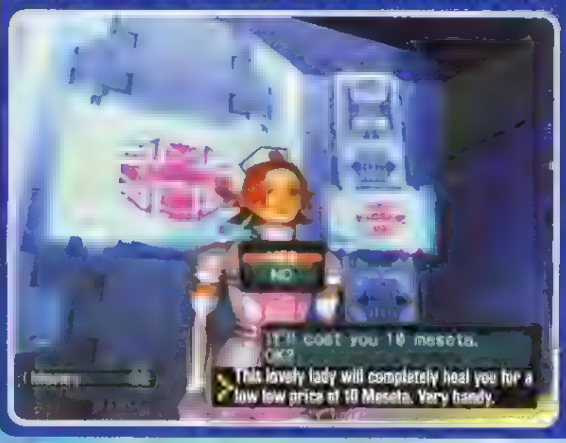
▲ The Principal is a rare bit of story line. You need to talk to him regularly.



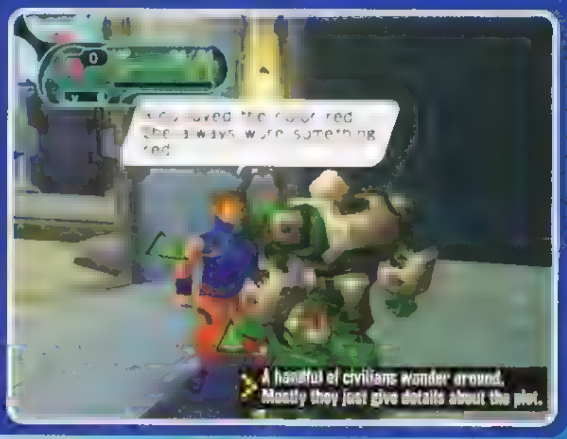
▼ The Shop is where you sell excess kit and identify special weapons.



▼ The Hunter's Guild gives you missions. They are entirely optional, though.



This lovely lady will completely heal you for a low low price of 10 Meseta. Very handy.

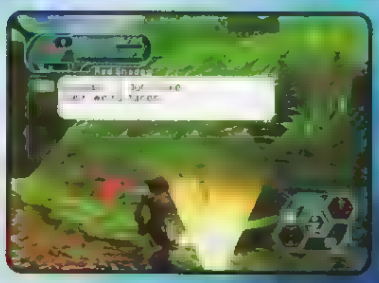


A handful of civilians wander around. Mostly they just give details about the plot.

Offline, it's terribly addictive, as is the steady accumulation of Meseta (cash). Graphically, it might come as a slight disappointment that the visuals haven't been updated much from the old Dreamcast version. They were gorgeous at the time, and are still lovely now, but far from cutting edge.

FINE TIME ONLINE

The presentation is still beautifully distinctive, however, from the stirring music to the control system. The world is original, well-rounded, and - most excitingly of all - you can help shape its community just by playing. There's nothing quite like logging on, wandering into the Lobby, and seeing a whole crowd of other players wandering around chatting to each other. A few minutes later, up to four of you will be slashing your way through a multiplayer game, healing each other, giving covering fire, swapping equipment, and generally having one



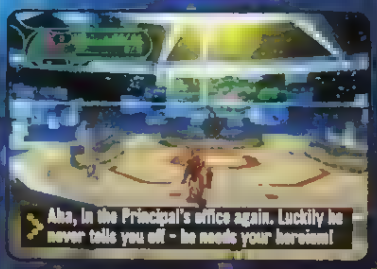
▲ Well, you took the words right out of our mouths. These little info storage things are a common find.

heck of blast. There's no question that *PSO I & II* is going to have a big impact on the GameCube. It's expensive to get started, at a stiff £35 for a modem, and a monthly 'Hunter's Licence' for £5.99 - which is annoying, but it's still a chance to get involved in something just a little bit special. Existing *PSO* fans have loads of new content to get stuck into, and if you've never tried it before, you've got a real treat in store.

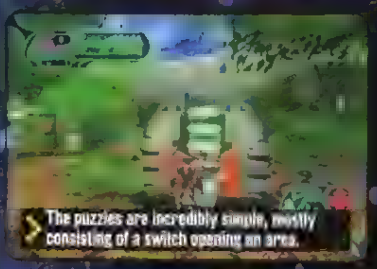
Factpack

The stuff you need to know...

Races	4
Character Classes	3
Levels	[illegible]
New Levels	2



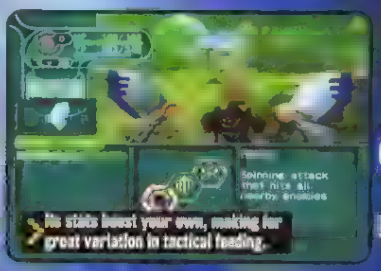
Also, in the Principal's office again. Luckily he never tells you off - he needs your heroism!



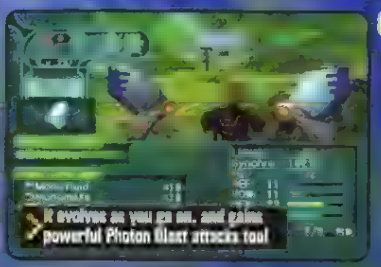
The puzzles are incredibly simple, mostly consisting of a switch opening an area.

The Best Bit

Your Mag doesn't just look cute floating around your shoulder – the more items you feed it, the stronger it gets.



Its stats boost your own, making for great variation in tactical feeding.



It evolves as you go on, and gains powerful Photon Blast attacks too!

Judgement

GRAPHICS Only the new bits have an updated look and feel, but the rest is perfectly adequate.

GAMEPLAY Arguably repetitive, it's as addictive as hell the rest of the time. Online, it's superb.

LIFESPAN You can get a character up to level 200, which will take months of solid gaming.

Buying *PSO I & II* is not just a financial decision – it could easily dominate your evenings and weekends for a very long time.

Overall 90%

REVIEWER

Dave Harrison

OUT: MAY | FORMAT: PS2 | PRICE: £40 | DEVELOPER: OVERWORKS | PUBLISHER: SEGA | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 995 3399 | PLAYERS: 1-4

It's ninjitsu meets **rhythmic gymnastics** as *Shinobi* **returns** tougher than ever...

Shinobi

Playing *Shinobi* is a step back in time for two reasons. Firstly, it's return of the all blade-pinging, all leaping Ninja sim that ate a hole in your pocket money at the slotties. Secondly, it's a return to a time when games were tough. Real John Wayne tough. If you think *Metal Gear* is a bit fiddly, you don't know you're born!

A QUICK SLASH

As is the trend with most updates of 2D arcade games, a third dimension has been introduced. Apart from that, the structure of the game seems relatively untouched – progress through linear levels of platforming and combat, then tackle a boss. Our hero Hotsuma has one standard slashing combo and throwing blades to use, but significantly he doesn't have block moves and can only remain unscathed by moving quicker than the opponents can attack. To do this Hotsuma has to make use of his ninja dash and leaping ability, which gives the action the same frantic and relentless motion that the 2D version had. Once you've adapted to the frenetic rhythm, *Shinobi* is a hectic assault on the reflexes. Sure it's limited and repetitive, but it counters that with sheer arcadey impact that only *Devil May Cry* comes close to.

PERISHING KIDS

The one drawback is this old-skool toughness. Now we're not whinging because we don't like a challenge, but *Shinobi* mercilessly punishes mistakes – this is one very harsh game. Perish during a level and it isn't a gentle jog back to a half way point, it's back to the start of the level - so beware if you have a short temper. It's this uncompromising structure combined with the intense difficulty that makes it stand out in these more user-friendly times. It's fun, but beware, you'll want to kick its teeth in on more than one occasion.

Softography

These guys have also made

Skies of Arcadia	95%
Shenmue	92%
House of the Dead 2	83%
Virtua Fighter 4	92%
Super Monkey Ball	91%
Sega Bass Fishing	82%

Hungry Sword

Things are never easy in *Shinobi*. Whenever there's baddies about there's the chance of getting hacked to death. Then when they're not about you still suffer, as your sword needs to feed off souls – cos it's cursed that way. If it isn't topped up, it starts to feed off your health. It's right bummer when you're fighting bosses.

▲ The red spiral in the bottom left of the screen indicates the sword's health. Once that empties the fights dwindling your health start to disappear.

▲ Boring boss battles you have to move very fast and enough minions to keep the sword healed. It requires plenty of that management.

▲ The only way to survive boss battles is to get in there very quickly and hell like a maniac. Keeping those up for a very long time.

▲ The bosses range from evil ninjas, huge cat spiders, men in boxes protected by sword wielding dogs - and then you get your standard possessed helicopter.

Game For A Scarf

Hotsuma is [illegible] ninja. Fleet of foot and [illegible] run up walls [illegible] and [illegible] through [illegible]

A few of the opponents hover in the air so Hotsuma is able to bounce around the scenery in order to attack them.

The Ninja Dash is a great effect and is Hotsuma's only effective way of protecting himself from attacks. Use it wisely.

The throwing knives are quite hard to aim. It's good to throw a couple to freeze opponents then sweep in for the kill.

▲ The trick to a quick kill is to draw them into an attack, dash pass them and slice from behind. Not as easy as it sounds when surrounded by nasties.

The Best Bit

Slicing up a cluster of bad guys followed by a quick pose and wink to the camera.

Judgement

GRAPHICS The environments are disappointingly dull and featureless. Great scarf effects though.

GAMEPLAY As curt and to the point as you'd want from an arcade game, but also pretty niggly.

LIFESPAN It's not the longest game ever and has limited replay value. Perhaps best rented.

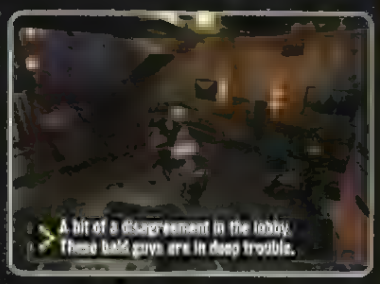
You want retro, well you got retro – messy, manic and magic, but limited, repetitive and infuriatingly tricky.

Overall 68%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: RADICAL | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: XB | CALL: 0118 920 9100 | PLAYERS: 1

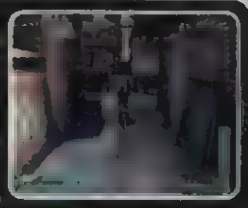
Not to be **confused** with *Angel*. Which'll probably get its own **half-arsed** action game eventually, **anyway**...

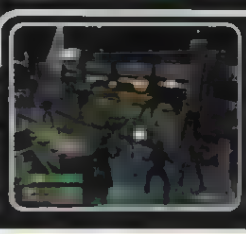
James Cameron's Dark Angel


A bit of a disagreement in the lobby. These bald guys are in deep trouble.

Feisty Lady!

Discerning viewers already have *Buffy* to fulfil their girl action needs. But a little competition doesn't hurt.

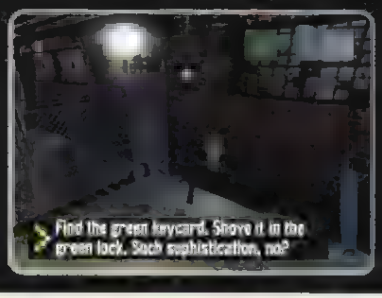

Max (such is her name) can do a lightning dash with a press on the left stick. You often end up doing it by accident.

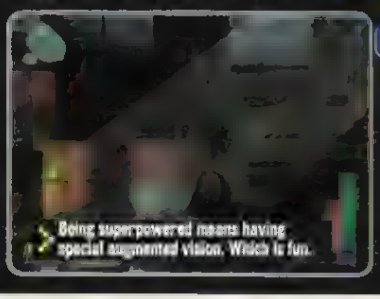

As fights go on her Rage meter builds up, and once it's full you can go into mad whirling dervish mode. Painful!

I don't get Channel 5. I can't actually receive it. Which, having looked at the programme listings, is probably for the best.

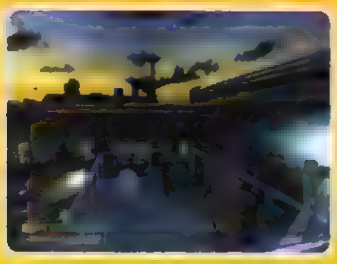
Dark Angel, then. A bit of a cross between *Buffy*, *The Matrix* and *Tomb Raider*. Superpowered lass gets into lots of fights with heavily-armed men, with plenty of trips into bullet time territory. A blend of fighting and, er, not much else, really. A bit of stealth, but mostly button-mashing combat.

And it's slavishly linear. You *always* pick up a lighter just before finding a pile of oil barrels to blow up. Serendipitous or what? The whole game's like that, rarely requiring you to actually figure things out for yourself. But if you watch a lot of Channel 5 then you probably need all the help you can get.


Find the green keycard. Shove it in the green lock. Such sophistication, no?


Being superpowered means having special augmented vision. Which is fun.

>How Obvious?


▲ Climb up onto ill-hidden gantries and walkways and find yourself a special item. Every single bloody time. So much for the element of surprise.

Judgement

GRAPHICS Reasonably pretty and pretty reasonable with a few nice effects you've seen before.

GAMEPLAY Fight. Advance. Hide. Fight. Advance. Fight. Fight. Advance. And so on and so on...

LIFESPAN It may amuse fans of the series, but only until they notice the repetitive structure.

Pretty much what I'd expect from the official game of a Channel 5 series. Not that I've anything against Channel 5. Oh, all right, I have.

Overall 58%

REVIEWER: Jim McCauley

OUT: NOW | FORMAT: GC | PRICE: £40 | DEVELOPER: VISUAL CONCEPTS | PUBLISHER: ACCLAIM | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, PS2 | CALL: 0161 827 8060 | PLAYERS: 1-4

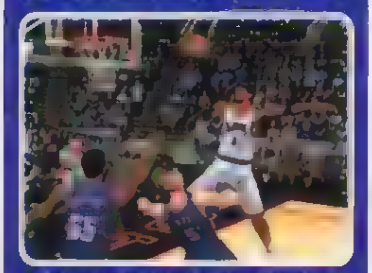
A **sports tie-in** that's strictly for those who know their backcourt **violations** from their **rim shots**...

NBA 2K3

>He Shoots...

The presentation's one of the best features – in-game you get half-time break downs and a player named "Hot at the half". After each day of play you can see a Nightly Wrap-up that breaks down each game and chooses a hot and cold player for each day. And don't even get us starting on the waving touchline crowd...

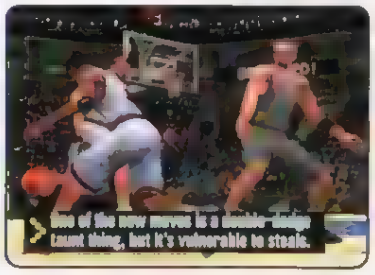
▲ It's difficult to tell, but nearly every player's got the right muscle texture.

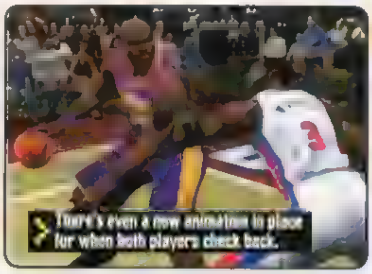

▲ And you can set the replays from 'Occasional' to 'Frequent'.

Here's a quick test: do you know what goaltending is? If so, carry on. If not, then it's a) Sort of like the basketball equivalent of offside and b) One of the reasons you might prefer *NBA Street*.

As simulations go, it's difficult to fault *2K3*. It's a big improvement on *2K2*, with new moves like diving for a loose ball or double-crossovers, and glitches like players shooting from under the basket ironed out. Sega's picked up the ESPN licence, which means it's stuffed with stylish replays - little TV touches that ramp up the atmosphere. The only problem is, it plays a much tougher game than the more arcadey titles.

Layups and shots from the 18-yard line are difficult to engineer, long passes make players stumble a bit and the constant sticking to basketball's incomprehensible foul/out-of-bounds rules breaks up the flow of play slightly. If you want a slam-dunking hoopathon, look elsewhere


One of the new moves is a double-dodge taunt thing, but it's vulnerable to steals.


There's even a new animation in place for when both players check back.

'Calling for the pick' is fairly easy thanks to the well laid out controls – and you can easily change the formation with a flick of the Z button.

Judgement

GRAPHICS Loads of detail and great presentation – watch the players whoop as they slamdunk.

GAMEPLAY A touch too realistic for the casual player, but you can always turn some of the rules off.

LIFESPAN A solid franchise mode, fun street modes and lots of extras'll keep you going until 2K4.

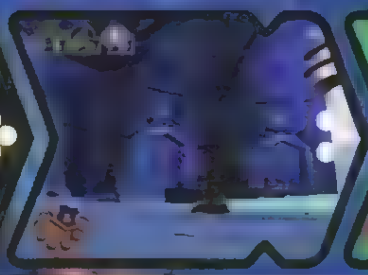
Every NBA star from the 50s and a game that's about as accurate as you can get – the next best thing to watching Channel 5.

Overall 75%

REVIEWER: Joel Snape

REVIEWER

Jim McCauley



OUT: NOW	FORMAT: PS2	DEVELOPER: ACCLAIM	SPECIAL FEATURES: NONE	CALL: 0207 344 5000
	PRICE: £40	PUBLISHER: ACCLAIM	OTHER FORMATS: XB, GC, GBA	PLAYERS: 1-4

>Lip Up, Fatty!

Shameless. Utterly shameless. If you've played *Mario 64* for more than ten minutes you'll have done the Big Bob-Omb Battle. And if you play *Vexx* for a bit longer than that you'll come across this Sumo challenge. It wouldn't be fair to say it's a bit similar. More like, it's almost exactly the same! Atop a big tree, not a mountain.

▲ "It's a-me, Mario! Erp, I mean, it's me, Vexx! Not Mario. Anyway. Looky! A great big Bob-Omb! Um, I mean, a great big Sumo wrestling fella!"

▲ The match takes place on a big circular arena. Like the Big Bob-Omb battle. And you have to attack Mr Sumo from behind. Just like...!

▲ The big difference is that in this, you *have* to boot Sumo fella-me-lad out of the ring. Try that with Big-Bob-Omb and he just gets stroppy.

▲ Battering the baddies is a piece of [illegible] to and hit the attack button repeatedly. [illegible] you're clever you'll want to try [illegible]

Another anti-Mario. This one's got a pair of big sharp metal gloves. Could be handy in the plumbing trade...

Vexx

It's tempting to leave out the beginning and end of this review. For why, you ask? Because in a delightfully quaint throwback to the olden days of gaming, *Vexx* comes to us in the form of a cack-handed PAL conversion. Remember them? The ones where rather than optimise the engine so that it runs well on UK tellies, they just squash the NTSC picture and shove fat black stripes on the top and bottom of the screen.

PLUMBER WANNABE

Still, you can't judge a book by its huge black borders. *Vexx* so obviously wants to be *Mario* with Attitude that it's almost embarrassing. The hub-based structure where gradually unlock different [illegible]

The Sumo battle - almost identical to the Big Bob-Omb battle in *Mario 64* - it also relies on long dexterity tests where fouling up means falling a long way and having to do the whole sodding thing again. You kind of forgive that sort of thing when it's *Mario*. With *Vexx*, you don't.

LOVELY DIAL

This game's on a much darker quest and things aren't quite so nice and primary-coloured, although it has a few of its own nice touches, like the sundials that enable you to change the time of day rather prettily. And the levels are massive and sumptuous, although objects and enemies have a tendency to suddenly fade into view at an indecently close range. Entertaining enough, alternately fun and hatefully tricky, but it's the most shameless *Mario* clone since *Great Giana Sisters*. And what's with the borders, eh?

Softography

These guys have also made...

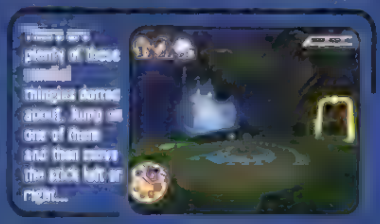
Super Bust-A-Move	80%
Fur Fighters: Viggo's Revenge	80%
Shadowman: Second Coming	80%
ECW Hardcore Revolution	79%
Extreme G3	81%
Zoocube	89%

>The Best Bit

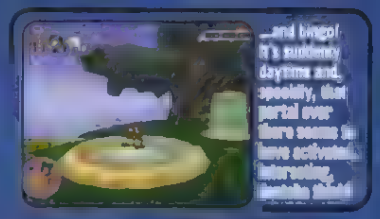
> Checking out the vast levels. It helps you forgive the *Mario*-ness. Almost.

>Time & Space

One of the more interesting elements in *Vexx* is the ability to mess with time. But you can't turn it right back to undo all the bad things.

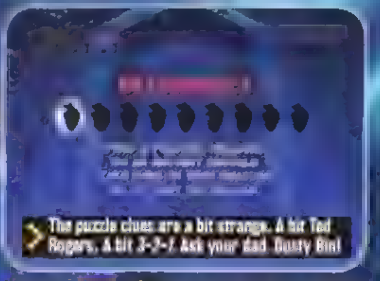


There are plenty of these [illegible] things dotted about. Jump on one of them and then move the stick left or right...



...and bingo! It's suddenly daytime and, specially, that portal over there seems to have activated. Interesting, maybe should [illegible]

Look at that! A big window leading into somewhere entirely different. That's what we call a portal. Amazing, innit?



> The puzzle clues are a bit strange. A bit Ted Rogers. A bit 3-2-1. Ask your dad. Dusty Bin!

Judgement

GRAPHICS Generally pleasing, but the effect is spoiled by those thick wedges of blackness

GAMEPLAY Played *Mario 64*? Then you know exactly what to expect from *Vexx*. Just not as adeptly.

LIFESPAN Loadsa diverse and freeform challenges to keep you coming back for more.

Vexx is clearly *aching* to get into a red cap and dungarees and grow a moustache. It definitely wears its heart on its sleeve.

Overall 78%

REVIEWER

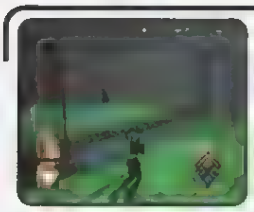
Dave Harrison

OUT: APRIL | FORMAT: GC | PRICE: £40 | DEVELOPER: TERMINAL REALITY | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, PS2, XB | CALL: 0118 920 9100 | PLAYERS: 1

> Blood Simple

BloodRayne has several special vamp powers that give her the edge over her opponents. Some you start with, others are unlocked.

BloodRayne has this handy alternate view which allows her to see her objectives as big blobs of light. Easy to follow.



A bit like *Max Payne*, BloodRayne has her own 'Vamp Time' which allows her to fight and dodge bullets in slo-mo

With each boss defeated BloodRayne unlocks more and more combos. Just pound the button to access them all

▲ You can either go straight for the jugular or knock them about a bit, then mount and drain.

If imitation is the **highest form of flattery** then *BloodRayne* has a **good word** to say about everyone...

BloodRayne

***BloodRayne* really has some front. No other game we can think of shamelessly nicks so many ideas from so many sources. This game is like a pick'n'mix of stuff from *Return To Castle Wolfenstein*, *Blade*, *2000AD* and *The Matrix*. The good news is that they are all used with some thought.**

IT'S RAYNEING MEN

BloodRayne is the name of a sexy red headed, half human/half vampire secret agent whose main purpose in life is to slay Nazis which she does with some style. With blades fixed on her wrists she can slash and decapitate or she can riddle bad guys with lead with any weapon she picks up. She can implement her special vampire powers - which includes a slo-mo bullet time effect. The result is a bloody, gothic version of *Max Payne*. Sounds good don't it?

Softography

These guys have also made...

4x4 Evolution	64%
4x4 Evo 2	58%
Blair Witch Volume 1: Rustin Parr	48%
Simon The Sorcerer 3D	27%
Casino Empire	50%
Crash: Wrath Of Vortex	64%

But despite its many qualities it ends up a mere shadow of what it could have been. This is partly due to the bad weighting of the gameplay which allows our heroine to drain blood from victims and use their body as human shield. So a full-on battle with multiple opponents just becomes a series of bloody piggie backs. Throw in repetitive objectives and uninspired level design and things are beginning to looks shaky.

BORN SLOPPY

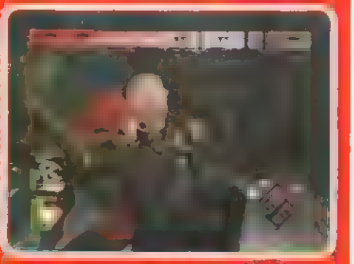
Then there's the general presentation which is just sloppy. The cutscenes are a shambles thanks to some lazy voice acting and some pretty poor rendering, and the graphics look like they've been glazed over with a fine layer of excrement. It's almost as though the developers had loads of time to come up with ideas, but only the one afternoon to actually execute them...which is a shame.

There's many touches of sharp design that poke through the dross but what could have been stylish, slick and snappy ends up lumbering and lumpy. If they hope to turn this into a ongoing franchise, far more style *and* substance is going to have to be introduced.

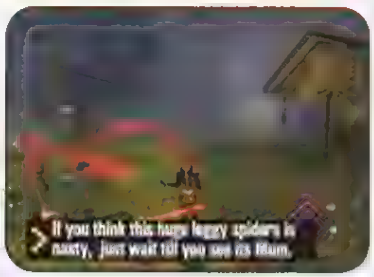
> Dry Hun

The game is designed for you to exploit *BloodRayne*'s agility to take out the Third Reich. All you need to do is hop on and suck 'em dry.

▲ This is how it should be done – springing round the levels blasting the Nazi's at distance.



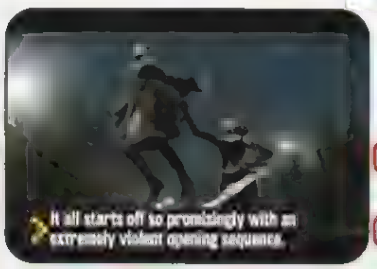
▲ But the second time it's back-to-basics and she has to drag a Nazi from behind.



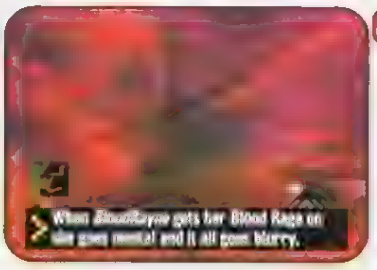
> If you think this hairy leggy spiderm is nasty, just wait till you see its Mum.

> The Best Bit

> Laying into the Third Reich – currently videogame's favourite kind of baddie.



> It all starts off so promisingly with an extremely violent opening sequence.



> When *BloodRayne* gets her Blood Rage on she goes mental and it all goes blurry.

Judgement

GRAPHICS Despite some great animation it looks like it's been left to soak in a muddy puddle.

GAMEPLAY Heavy on the action, but soon becomes very repetitive and the bad kind of messy.

LIFESPAN The levels are big enough to satisfy your bloodlust, but there's not much replay value.

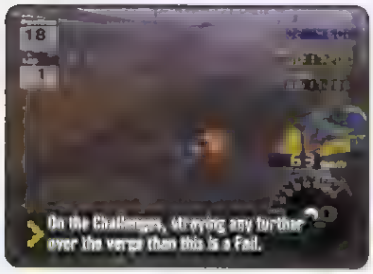
Interesting use of other peoples ideas but ultimately let down by very poor execution. Opportunity missed.

Overall 60%

OUT: APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: NAMCO | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 324 6000 | PLAYERS: 1-4

Skid vicious? That's putting it lightly. Give me **50ccs** of **petrol-fuelled madness** – stat!

Moto GP 3


On the Challenges, straying any further over the verge than this is a Fail.

Skid Row

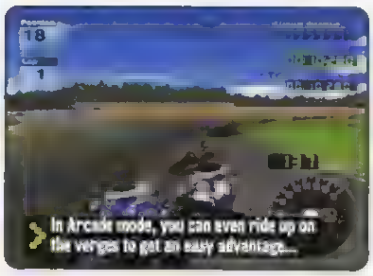
Apart from the championships, there's 100 challenges to complete, they start hard and get worse.

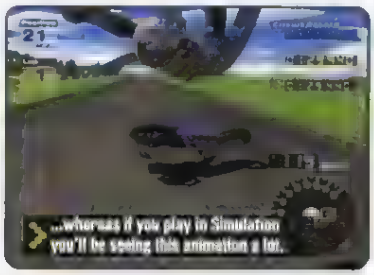
The first challenge focuses on slipstreaming, pitting you against Mr. Drifter Tee the title. It gets tougher quick.

Later challenges involve winning races around novelty courses like, say, a huge spiral. Feel...dizzy.

Oversteer and you're off. Hit the verge and you're off. Hit one brake too heavily and oh, you'd better believe you're off.

If you're going to spend much time playing *Moto GP 3* in Simulation mode, get ready to crash a lot. Of course, that won't be a surprise to veterans of *Moto GP 2* - this isn't so much a sequel as an update, though technically speaking, it's a still a brute. Everything runs at a slick 60 frames per second with 20 other bikes on screen - and there's even a four-player mode. The graphics haven't improved that noticeably since *GP 2*, except for the wet-weather mode. Playing from the first-person view's a squinty experience as you peer ahead into the murk, a sheen of water across your visor. As you hit the limits of your steering, the front wheel skitters until you can almost *feel* it about to slide out. This is a vital point in Simulation - the mode you really want to be good at - where you'll use the right analogue for acceleration. Not that original to be sure, but revved up to perfection.


In Arcade mode, you can even ride up on the verges to get an easy advantage...


...whereas if you play in Simulation you'll be seeing this animation a lot.

Rain Damage

The cockpit view looks amazing, but isn't that practical in terms of visibility.

Judgement

GRAPHICS Not much improved since the last one, but fast and fluid, even with loads of stuff on screen.

GAMEPLAY Things for all – whether it an easy blast around the track or a painfully hard nightmare.

LIFESPAN A hundred challenges! A hundred! Even the second one's pretty tricky.

More of an update than a radically new game, it'd take an obsessive to want this *and Moto GP 2* – but it's still the best biking gaming on PS2.

Overall 80%

REVIEWER: Joel Snape

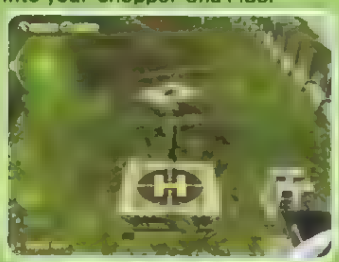
OUT: NOW | FORMAT: PS2 | PRICE: £30 | DEVELOPER: BLUE TONGUE | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, XB | CALL: 0118 920 9111 | PLAYERS: 1

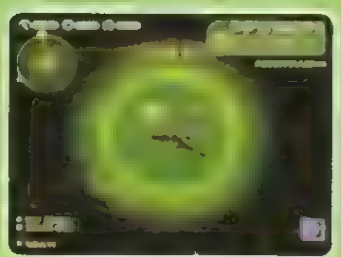
Build your **very own theme park** – then stuff it full of **terrible lizards** who try to **eat all your punters**...

Jurassic Park Operation Genesis

Nice Chopper

It's not all about digging holes in the sand and building burger bars mind. Once in a while you'll have to dive into the ranger helicopter to sort out the odd bit of nasty business. Sick Albertosaurus? Hole in the fence? Over eager thrill seeker walked into the wrong bit of the park? All in a day's work for you guvnor – get into your chopper and ride.

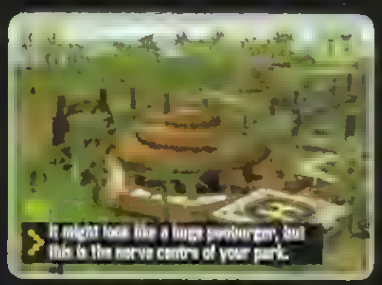

Sailing away, into the wide blue yonder. Actually you're off to rescue a poorly dino. Whoosh!

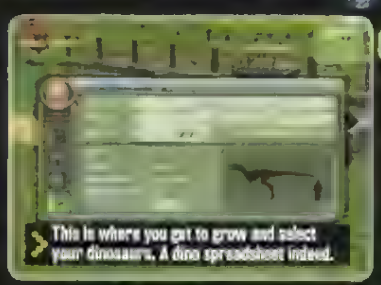

Awww, there he is, bless him. It's too dangerous to land, so you'll have to vaccinate him from the air.

Bored of the usual, bog standard theme park game where you build popcorn stands and hope your rollercoaster pulls in the punters? Want something with a bit of an edge? Some blood maybe? Fond of the occasional dinosaur?

If you're more interested in feeding live goats to a rabid veloceraptor this may well be your game. Yes, you too could enjoy the thrill of excavating enough fossils to grow your own dino chums, build your own reptillian tourist attraction and, erm, make sure you've put the toilets near a footpath.

Yes, because while you do get to watch your dinosaurs frolic and play, you've also got to keep the punters happy by building burger bars and cleaning stations. Which all seems a bit too much like hard work to me. Not a bad game though, if you can get past the very slow first hour.


It might look like a huge peoburger, but this is the nerve centre of your park.


This is where you get to grow and select your dinosaurs. A dino spreadsheet indeed.

Crikey, look at the blood! Unlike other, more sedate theme park games, with *Operation Genesis* you get to see life at it's most primal and lusty. Poor ickle goat.

Judgement

GRAPHICS Lovely landscapes, nice dinosaurs, but the human visitors are a little stick like though.

GAMEPLAY Bog standard theme park larky really. Spreadsheets, reports and the odd bit of action.

LIFESPAN Depends on your attention span. Takes an age to get going, but theme park fans may love it.

Very much in the *Theme Park*, *Zoo Tycoon* mould, but the chance to grow your own dinosaurs adds an extra spot of curiosity.

Overall 72%

REVIEWER: Roy Delaney

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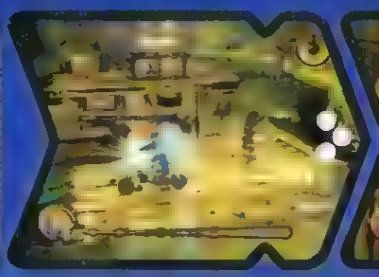
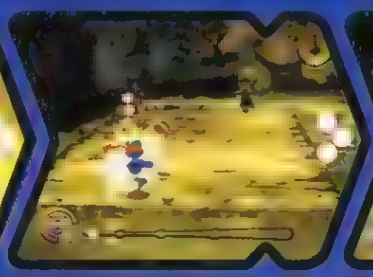
Joel Snape





OUT: APRIL 11TH | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** JUST ADD MONSTERS | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** | **CALL:** 0870 601 0100 | **PLAYERS:** 1-4

Whoah-ho-hoooo! Fight with honour! Time for some classic chopsocky with an extra **kick in the noodles...**

Kung Fu Chaos

From scratchy titles playing the Carl Douglas classic kung fu anthem to comically mistranslated voices – "Like my ninjaness!" – it's difficult not to love *KFC*.

You're an aspiring martial arts movie star – but that isn't much more than an excuse for a sackload of comedy minigames and more film-buff in-jokes than a Barry Norman talk. And if you've ever smirked at a Jackie Chan film, you're going to love it.

DANCE THE KUNG FU

The fighting system's fairly simple, but takes a bit of getting used to. You've got two basic striking attacks, an unblockable move and a throw. You can also block and interrupt combos, or do jumping attacks, but [illegible] that – throwing everything [illegible] taunting a lot quickly turns [illegible] the best tactic. On a [illegible]y arena, this might get dull. So in comes clever bit number one – as the scrapping progresses, the arenas collapse. You're forced to clamber up stairs and across jumps, staying one step ahead of the water/pits/fog that mean instant death. This is all tricky enough in single player, but with three mates it's *insane* – everyone bounces about [illegible] things. A little bit frightening? Not really – but it's great fun.

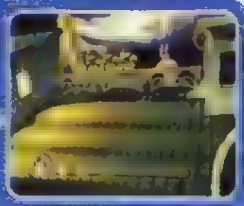
A MINI ADVENTURE

Then there's clever bit number two – the minigames. In solo play, you get two of these and a training mission after every main fight. They vary from *Pac-Man*-style vampire-dodging to leaping over a swinging pole and again, the madness really kicks in with a few friends. They all get more and more hectic until – wait for it – it really is as fast as lighting. Ahahaha!

So, should everybody be kung fu fighting? Just about. *Chaos* isn't quite as deep as the Dreamcast's [illegible] *stone*, but [illegible]pes it for raw [illegible] as a multiplayer game it's tough to beat. Time to get punch-drunk.

Cracking

The best scene's a kung-fu version of *Titanic* where you battle across a boat as it's breaking in half, dodging pianos as they slide along the deck.

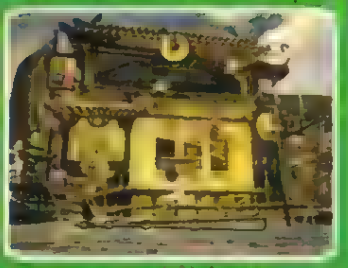


It's crucial to stay ahead of the waves as you dodge fireballs and battle with ninjas. And watch out for the passengers.

Then, stroll by romantic, [illegible] hands on [illegible]

And the aggressive kung-fooks try to knock you off an iceberg in another minigame. And that's just not cricket.

Chop, Look, Listen



[illegible]

[illegible]

The Best Bit

The Jack 'n' Rose moment where you all hang on to the rail of the Gigantic just before it sploshes into the sea – then scrap your way across the storm.

Complete a level [illegible] sticky [illegible] – [illegible] powerups!

Set the camera work to 'Grandiose' and every special move prompts a burst of slow-mo...

Softography

These guys have also made...

This is the first game from Just Add Monsters

[illegible] – authored with three [illegible]

Judgement

GRAPHICS Comedy characters, inspired level design and chucklingly detailed backgrounds.

GAMEPLAY Basic but rewarding – beat all the subgames and you'll learn the skills for true Shaolin mastery.

LIFESPAN Tons of minigames and levels – if you've got three mates, you'll be playing it forever.

A great antidote to po-faced 'realism' in beat-'em-ups. Perfect for Hong Kong film fans and an ace party game for everyone else.

Overall 80%

OUT: NOW | FORMAT: PS2 | PRICE: £30 | DEVELOPER: MIDAS | PUBLISHER: MIDAS

Mr Golf

Cartoon golfers meet realistic courses in a below par workout...

▲ Oooh, just missed the pin! But watch out, because these greens are like billiard tables and will run for miles.

▲ On paper this hole is a right challenge. Unfortunately the driving is so true you'll hit the green every time.

I've always been fond of a nice round of golf. Lovely scenery, challenging holes, the wind, the squirrels, the jumpers - all that pastoral larky.

And it's even better when you're sitting at home, a stone's throw from the fridge with Tatu roaring from the stereo. So I thought it'd be lovely to play a golfing game with such lush course scenery that it looks like you're taking a peek through the clubhouse window.

SHOW US YOUR PUTT

But hold that thought, because just like real life, it's not the scenery that makes a golf course but the thought behind it - and *Mr Golf* plays like it was designed on the back of a fag packet. Its "revolutionary" new driving system amounts to nothing more than an unresponsive flick of the right stick, leaving the driving far too simple and unsatisfying. Straight down the middle every time gets pretty dull, pretty quick.The same system makes the putting a nightmare, leaving distance judgment a lottery to all but the steadiest hand.

Although initially cute, the cartoony characters jar with the scenery, and quite why you're playing as a nurse or a camp model is never explained. It looks like all the effort was put into creating the courses and very little into how it actually plays. If you want a decent golf sim bypass this stinker and stick with the *Tiger*.

Shot A Lot

While the play is on the whole a little unsatisfying, there are at least a few nice club work touches to make it at least a tad more interesting.

The spin function is pretty useful, if you're half a club from the green and want to drop the ball on a sixpence.

The short play is a little more tricky to use - especially when you're plugged in like this. But just look at that lovely blossom.

The putting though is a complete hair trigger nightmare - despite this handy green topography grid.

Judgement

GRAPHICS Fantastic photo-realistic courses oddly juxtaposed with blocky little cartoon people.

GAMEPLAY The on-rails driving is too darned easy while the putting and short play is tricky to judge.

LIFESPAN Depends on whether you've got any other golf games. If you have, you'll stick to them.

A funny old cods up of a game. While the courses are amazing, the lumpy characters and digital gameplay is less so.

Overall 53%

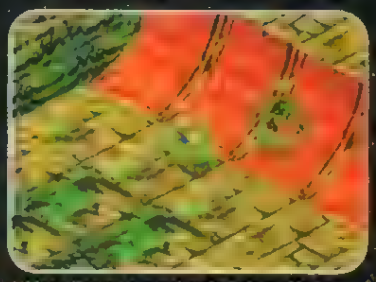
REVIEWER: Roy Delaney

OUT: NOW | FORMAT: GBA | PRICE: £35 | DEVELOPER: UNIVERSAL | PUBLISHER: VICARIOUS VISIONS

Crash Bandicoot 2: N-Tranced

He's not joined a boy band - but he's got his fair share of funky moves...

▲ It's even tougher to dodge/collect crates when you're pegging it out of the screen at them.



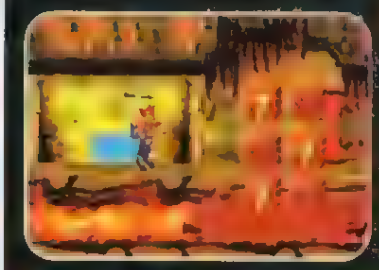
▲ It's really easy to complete the 'spherus bits by holding the brake - but that doesn't help in two-player.

Well, at least this lives up to its name as there's an incredible amount of crashing involved.

Body-slamming into power-ups, spinning into crates, sliding into scorpions - loads of it. And, of course, trying to avoid crashing into those damn, damn Nitro crates.

Thankfully, it's a bit more forgiving this time. It's now possible to pick up Aku Aku masks throughout the levels, minimising those annoying one-hit kills. This is important, because some levels suffer from the translation to GBA - lava tends to look like a carpet and deadly enemies can often look like bits of scenery. Want more crashing? Well there's several Atlasphere sections where you roll Crash, Coco and Crunch through isometric levels.

Crash 2's certainly a tidier, more enjoyable game than its predecessor, but with more competition on the GBA, some of the novelty's worn off. Still, it'll keep you crashing for a while.



Judgement

GRAPHICS Not much change from the last GBA *Crash* - the *Hawk's*-style perspective works well.

GAMEPLAY Great platform fun - the instant deaths can be a bit annoying, but that's the only problem.

LIFESPAN Time Trial re-runs add to an impressive level count, and there's always linked play.

If getting killed every time you touch a green thing isn't going to drive you insane, there's plenty of fun to be had here. Solid.

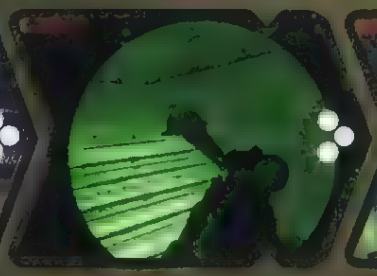
Overall 75%

▶ If you're determined to collect every bit of Whumpa fruit - well, you're insane.

REVIEWER: Joel Snape

REVIEWER

Jim McCauley

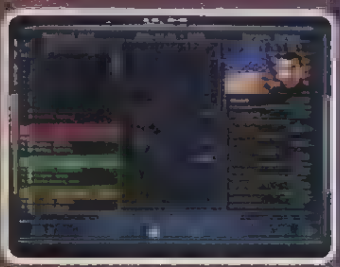


OUT: NOW

FORMAT:	PC	DEVELOPER:	RED STORM	SPECIAL FEATURES:	NONE	CALL:	01932 838 230
PRICE:	£40	PUBLISHER:	UBI SOFT	OTHER FORMATS:	BC, XBOX, PS2	PLAYERS:	1-16

Cunning Plan

This counter-terrorism lark ain't about grabbing the biggest gun you can and steaming in for some serious arse-kicking. Before you can do that you need to sort out your team and your mission plan.



Who are you taking with you? Craft your own hand-picked crew, or just accept the default offerings. Don't like the look of him though...

Now, what are you going to do once you're there? Map out your mission and see a fly-through of the level. That's dashed handy...

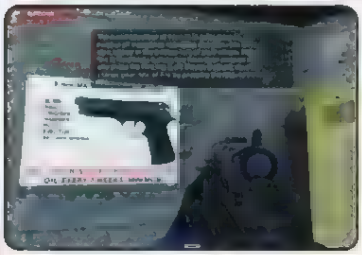
And now you get to grab the biggest gun you can and steam in for some serious arse-kicking. It's what you came for after all. Yay!

A shield? **Made out of ravens?** Surely it'd leave you covered in **blood and feathers?** And beaks...

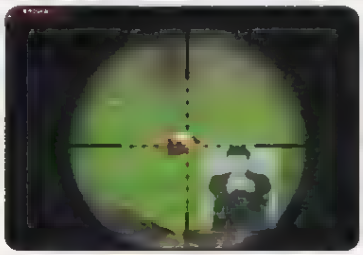
Tom Clancy's Rainbow Six: Raven Shield

Combat School

Gah. Training mode. Boring! Actually, this one's a bit more fun than most. Let's blow stuff up!



▲ "Oil your slide or you may die." The wisest words you'll read this month. Keep them with you.



▲ There are targets to shoot, but some scoundrel's left some oil barrels around...kablooey!

▲ Well, we had this sniper rifle and all those barrels out there...Can you blame us? Of course not.

It's a funny old time to be reviewing a game based on the laugh-a-minute world of counter-terrorism. Right now the radio's blathering forth with the latest on Iraq and exciting new things that Al-Qaeda are planning to blow up. Cheery, non?

Just the sort of thing that makes you want to reach for the balaclava, black shoe polish and assault rifle?

Softography

These guys have also made...

Rainbow Six	80%
Rainbow Six: Rogue Spear	85%
Ghost Recon: Island Thunder	[illegible]
Tom Clancy's Ghost Recon	85%
Roswell Conspiracies	[illegible]
Rogue Spear GBA	85%

APOCALYPSE NOW

Well, not me. It's the sort of thing that [illegible] mate's pleasingly remote Welsh farmhouse until it all goes away.

That don't pay the bills, though. So instead I'm reaching for the virtual balaclava etc, in order to [illegible] virtual terrorist butt. But [illegible] more gune. I want a pile of hi- [illegible] ventilate. I want advance recon of [illegible] of backup – the kind that can think for itself, not get in my way and do exactly what I want, when I want it.

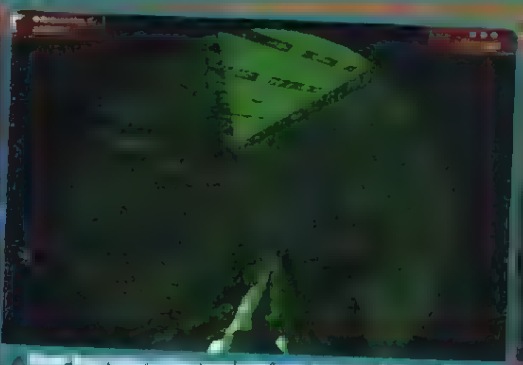
SIX OF ONE

But amazingly, *Raven Shield* meets [illegible] the latest in the ongoing *Rainbow Six* series, and it's the best refinement yet. The basic setup's not going to surprise anyone familiar with the

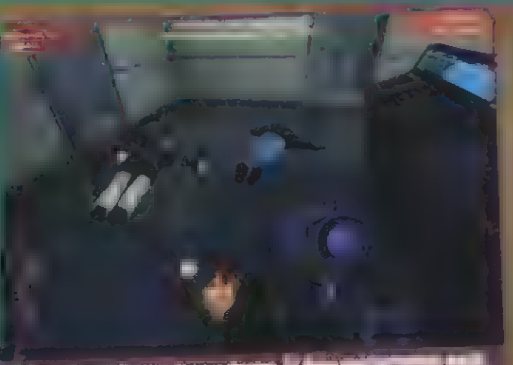
Tricks Of The Trade

[illegible] low-rent operations like MI6 who kit you out with a penknife and 20p for a phone call, *Raven Shield* gives you really good toys to play with. Want to know what our favourites are?

Smoke grenades are great, billowing out great clouds of guffy smog and allowing you to get past eagle-eyed snipers.



[illegible]



[illegible] for its effectiveness, if they weren't dead.

Info-Squash

Control gives you the basic rundown on your next mission. Nice enough girl, but she's scant on the details.

John Clark gives you a proper mission briefing, with plenty of background and hints to help you on your way.

Sam Sweeney's the Man Who Knows. He's got a really weird accent, but he tells you useful stuff. Bad fellow.

This is the news. Chuckle as you read heavily-edited reports of your last mission, all created to sell that pack. [illegible]

Geneva Say Never Again

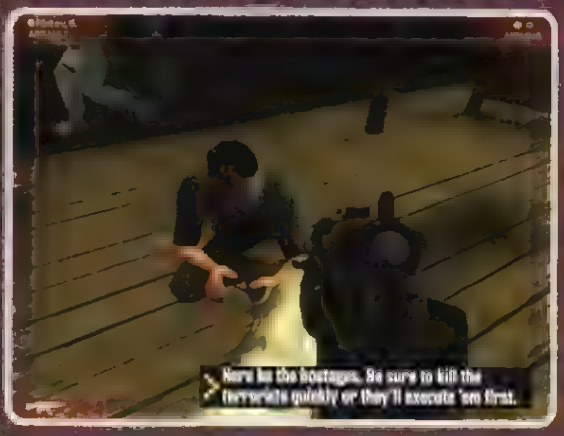
Rubbish pun. We know. But you try thinking up a comedy headline for a piece about a mission to rescue some dead important financial johnnies being held hostage in a Swiss ski resort. It's 'snow' joke, so 'slip' up.

The first terrorists bite the dust. In the snow. Hopefully it's not yellow.

Want to know if anyone's behind a door? Use your heartbeat detector.

Never dive in yourself. Use the Quick Command and send someone else.

Marcel, J is on the case. But to be safe you ought to go in behind him.



Nora lie the hostages. Be sure to kill the terrorists quickly or they'll execute 'em first.

The job's a good 'un. But *really*. Those hostages. Are they trying to catch pneumonia or something?

SHOOT TO KILL

[illegible]

> "...because what you really want to do is [illegible] down and [illegible] with a large [illegible] firearm and lots of bad men to point it at..."

FREAKY STYLEY

[illegible] and jump straight in. Because while the planning stage is all jolly important, what you really want to do is get down and dirty with a large firearm and lots of bad men to point it at. And thanks to the *Unreal* engine, *Raven Shield* plays incredibly well as a 3D shooter. Once you're at ground [illegible]

[illegible] swing of using the rest of [illegible] that *Raven Shield* comes [illegible] going through that closed door when you can tell your [illegible]

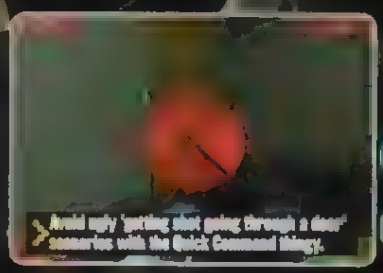
Factpack

The stuff you need to know...

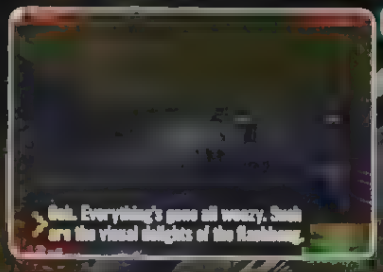
Missions	15
Weapons	[illegible]
Evil conspiracies	[illegible]
Skill levels	[illegible]

The Best Bit

Setting off a flashbang, it flashes, goes bang, and leaves your vision and hearing nicely screwed for a few seconds.



Avoid ugly 'getting shot going through a door' scenarios with the Quick Command thingy.



Ooh. Everything's gone all wazzy. Such are the visual delights of the flashbang.

Judgement

GRAPHICS Superbly detailed with atmospheric levels, but you'll need a hefty old PC to get it nice.

GAMEPLAY Equally suited to big-brained tactical types and the more casual shooting brigade.

LIFESPAN The tactical element adds much depth, and the multiplayer should keep you playing.

A great tactical shooter that will suit most gamers – you can play it how you want without getting short-changed at all. Nice one.

Overall 86%

REVIEWER

Dave Harrison

OUT: MARCH 28TH	FORMAT: PS2	DEVELOPER: KCEO	SPECIAL FEATURES: NONE	CALL: 01895 470 503
	PRICE: £40	PUBLISHER: KONAMI	OTHER FORMATS: GC	PLAYERS: 1-4

Konami's **other football game** reaches a 'plateau' of performance of **Liverpool proportions...**

ISS 3

This isn't right. Something's gone wrong here. The *ISS* we remember was a feisty footy sim with real pep, that was puppies 'n' ice cream to play. But what we have here is a real salt lick of a game, that's soggy, frustrating and a poke in the eye for those who liked the previous game. What's going on?

ZOOM ZOOM ZOOM

Never has the passing in any Konami football game seemed so stodgy, even in their *Disney* effort it seemed loads crisper than this. Just trying to roll it to a free midfielder is a risk as you never now when the passing icon is going to switch to another player and force you to lose possession. Therefore the best way to play this game is get it over to the wings and run with it - which is where you discover the game's one new feature – the Close Up mode. This is where the camera zooms in on one-on-one situations on the wings. Surprisingly it doesn't disrupt the flow of the game as much you'd expect, but then it doesn't seem to have much of an effect on the game at all – it's all just a little bit hokey.

PANSY TACKLE

The other big niggle is the tackling which is so delicate that you can get sent off for just putting your foot in. It's all so infuriating because you can see that the foundations of a very good football game are there. The animations are tight, the player movement excellent and the ways of scoring are convincing. Also there are some segments of play that put the *FIFA*s and *TIF*s to shame, which makes the lazy and scruffy finish all the more inexcusable.

It's playable, it even borders on fun occasionally, but KCEO have really failed to dot the 'i's on this one.

Softography

These guys have also made...

Disney Sports Football	69%
ISS	67%
ISS 2	86%
ISS Pro Evolution	90%
ISS Pro Evolution 2	96%
Pro Evolution Soccer	93%

Joe Cole Cam

▲ There are a lot worse games than *ISS 3*, it just seems there's been a decline in quality from the last one, which was a bit fluffy but felt so right.

The Best Bit

The game has a real eye for the spectacular. Much more so than *Pro Evo 2*.

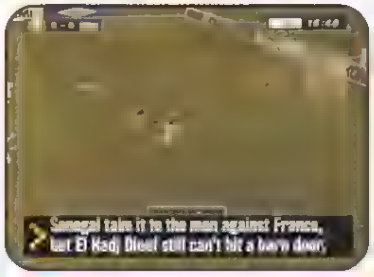
Reducer!

The biggest frustration is the tackling as it's very hard to make a clean tackle. Even the slightest tap from behind results is a yellow card.

While you try to get the right side to make a challenge, more often than not you end up putting your foot in from the side.

The result is lots of yellow cards and ultimately sendings off even if the game isn't that violent. It's a bummer.

Lots of fouls means lots of freekicks which would be fun is the set piece system was as satisfying as *FIFA* or *PES*.



Senegal take it to the man against France, but El Hadji Diouf still can't hit a barn door.

Judgement

GRAPHICS Satisfyingly chunky and relatively faithful to the real footballers. Apart from Beckham.

GAMEPLAY Touches of class in the build up, ruined by a poor final ball. The finish is very sloppy

LIFESPAN There's plenty of modes and leagues to busy yourself with and the multi-player's OK.

A real disappointment for fans of the 'other' Konami game. Plays like a pudding and is real fall in quality despite the extra frills.

Overall 64%

OUT: NOW | FORMAT: PS | PRICE: £17 | DEVELOPER: SQUARE | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 222 9710 | PLAYERS: 1-4

The **origin of the species** – back when they genuinely thought the **first one** would probably be **'final'**...

Final Fantasy Origins

Playing *Final Fantasy Origins* (which comprises the very first two games in the *Final Fantasy* series) is like watching a beautifully remastered and repackaged old movie.

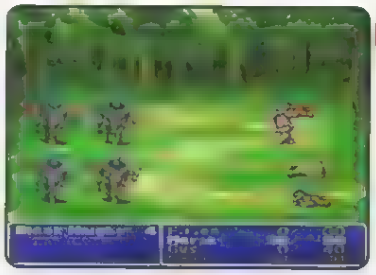
These two games alone have arguably done more for the turn-based console RPG than any other, and this is the first time they have been made available outside Japan. They aren't just direct ports of the originals, however, almost every element has been updated. Graphics, sound, and gameplay have all been polished so much they gleam, and there's completely new content too, including a rather fascinating bestiary. Retro gamers aren't the only ones who'll enjoy delving inside, since the gameplay is as solid as it was 16 years ago. Kind of a gaming time capsule, and well worth picking up. Go on, go back to your roots

> CG? Aye!

New cutscenes have been added, and while they aren't the quality of *FFX*, they're still a welcome addition.

As fearsome as this huge red dragon looks, the slightly feminine hero facing it seems unperturbed, brushing aside the flames...

It's a bit of a shock going from the lovely cinematic vision of the characters to little square blobs of colour to be boned!



> Fear Me!

The journey to God-like power starts with the humble ascension from level one to level two...

Judgement

GRAPHICS Well, they used to look like NES graphics, now they look like SNES graphics. Basic.

GAMEPLAY The job system in *FF I* is still a brilliant idea today. Simple, but you'll get truly engrossed

LIFESPAN Two full games for this price? Lovely. You'll get far more than your money's worth.

They've aged pretty well, but not much more than curios for casual fans. Worth a play, just to see how the current *FF*'s have evolved...

Overall 83%

REVIEWER: Tom Mayo

OUT: NOW | FORMAT: XB | PRICE: £45 | DEVELOPER: KOEI | PUBLISHER: KOEI | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | WWW.KOEI.CO.JP | PLAYERS: 1

Another day, **another multitude** of bloodthirsty **alien mutants** to **blast and slice** your way through...

Crimson Sea

Sometimes it's a pleasure to face off with a game that's little more than a non-stop blasting carnival.

Crimson Sea, by that token should be great. You're quickly surrounded by freakish alien scumwads and it's more a case of holding back the tide. There are *loads* 'em. Splattering them away ought to be a top laugh. But it ain't.

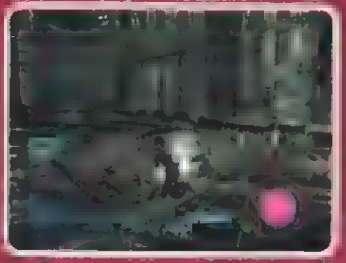
The controls feel wrong. The camera's all over the place. You can't get too deep into the action because you also have to keep track of your inept comrades who lack the common sense to let you know when they're about to die. And by the time you've been hammering buttons for half an hour you'll know a whole new meaning of pain. *Crimson Sea*'s the first game in ages to actually hurt me. It isn't worth the suffering.

Granted, it has an interesting sideline in RPG-style weapon upgrades and it looks especially nice. But it also has an hilariously crap script and, in true animé style, an annoying pre-pubescent female sidekick. Not, on the whole, worth 'sea'-king out. Arf!

> Beautiful freak

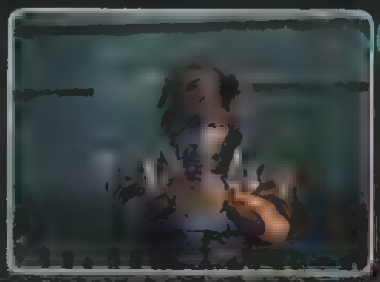
On the plus side, Crimson Sea's an absolutely lovely-looking game for the most part. As long as you can put up with the manga looks and suitably stereotypical characters. How much hair gel do you need to maintain a barnet that looks so thoroughly sculpted? And how long does it take to wash out all that goo? You could never sleep with hair as spiky as that.

Yes, it looks super and it packs a nice line in animation as well. Which is all very well, but...



...you'll be too busy mopping up the blood from your nose, picking fingertips to notice. Stuff!

It could have been a brilliant blend of excellent visuals and mondo carnage with a little RPG twist, but instead it's a messy button-masher with nice looks.



Judgement

GRAPHICS Admittedly luvverly. Full-on 3D animé gorgeosity and wonderfully-animated characters.

GAMEPLAY The blister-inducing bonanza of barbarity should be a hoot. But sadly it is not.

LIFESPAN Thousands of ghastly mutants to blast and slice, but really – will you want to?

Plenty of the elements of a splendid game. But thrown together so haphazardly that you'll be hard-pushed to find much fun.

Overall 52%

REVIEWER: Jim McCauley

HANDHELD HEAVEN

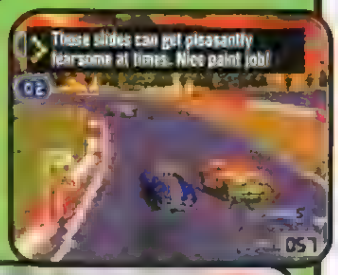
The very latest Game Boy **Advance** games gathered **together** in one **red hot** section! Only in **GamesMaster** – You lucky people!

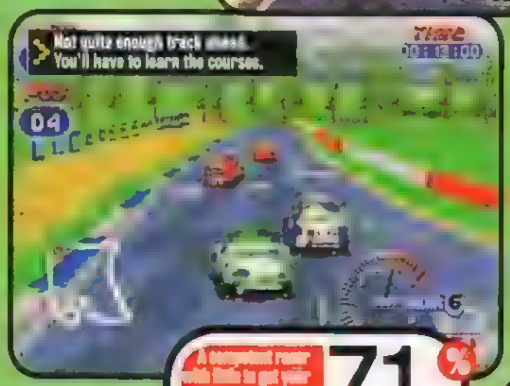
DEVELOPER: THQ PUBLISHER: THQ PLAYERS: 1 (+ LINK UP)

TOCA World Touring Cars

Touring cars. Possibly the least exciting of the motor racing sports because the cars all look like something your dad would drive. With less stickers, smaller wheels and no spoiler. And that can hardly be good.

TOCA tries its best to recreate the thrills and spills of touring car racing but comes out looking and feeling like an average GBA racer. The handling's quite good but the draw distance is too short for you to register impending turns and the looks are nothing all that special. If you want racing with a hint of realism you'd be better off with *Colin* or waiting for *Sega Rally*. Otherwise stick with *F-Zero* and *Mario Kart*.



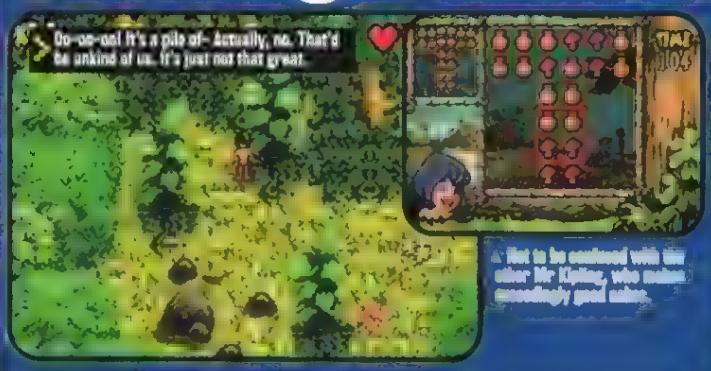


A competent racer that tries to get your chequered flag waving.

71%

DEVELOPER: VISUAL IMPACT PUBLISHER: UBI SOFT PLAYERS: 1

The Jungle Book 2



▲ Not to be confused with the other Mr Kipling, who makes exceedingly good cakes.

We've seen *The Jungle Book*. We remember the songs and have a vague memory of the storyline - something, we'll wager, to signify Mowgli's journey from boyhood to manhood. With monkeys.

What we don't remember is the bit where he ran round and round in circles in the jungle, stopping every few seconds to do some pointless puzzle involving fruit. That bit completely passed us by, somehow, but it must have been the best bit of the film because that's what this game is focused on. You run around. You arrange fruit into the right position. Repeat. But then we suppose that a game where you pretend to be a monkey by strapping coconut shells to your tits would probably be seen as non-PC. Tsk. Rudyard Kipling would [illegible] in turning in his grave.

Not the 'learnt' something, perhaps, this. Arf Arf...

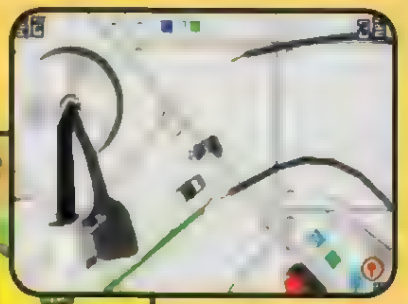
54%

DEVELOPER: SHEFFIELD HOUSE PUBLISHER: INFOGRAMES PLAYERS: 1

Micro Machines

Ah, *this* is more what racing on the GBA ought to be like.

Don't go overdriving the poor little bugger with 3D graphics that you don't really need - instead just make a nicely mental top downer and put as much effort as you can into making it a laugh. And *Micro Machines* is indeed a laugh. It's been around for yonks and this version's reasonably true to the classic versions on the 8- and 16-bitters. Teeny little vehicles, 'wacky' characters and loads of courses set around amusing household locations. You'll hate it at first because it moves so bloomin' quick, but once you learn the twists and turns of the courses it can be a riot. And frankly, this version's a lot more fun than the big console workouts, so nyer.



▲ It's all nice and 2D, unlike its bigger console brothers. We much prefer *Micro Machines* that way. Rotten stinky old purists that we are.

Teeny-tiny fun for your teeny-tiny bit.

80%

DEVELOPER: CAPCOM PUBLISHER: CAPCOM PLAYERS: 1

Mega Man & Bass

Given his Japanese heritage we suppose it was only a matter of time before *Mega Man* was put in a fishing game and given the chance to use all his special gadgets on some big-gobbed bass.

But, you'll note, Roy's not reviewing this so it's obviously not a fishing game. It's a pretty standard side-scroller, and where does the Bass come from? Simple - Bass is Mega Man's new cyborg chum. Well, whaddya expect - phat choonz out of a GBA speaker? You can play as either Mega Man or Bass - we find Bass to have the better guns early on, and take on a typical array of bad things and enormous robots. Nice-looking stuff but everything's a bit big, meaning you never see that far ahead, and sudden death happens a bit too often for our liking. Some lovely bad Japanese translation, though.

Cartoony blasting that's sure to get your speakers shaking.

74%

REVIEWERS: Jim McCauley

What are the nation's favourite games? Who are the best gamers?

Coming soon to itv1

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: SAMY | PUBLISHER: BIGBEN

REVIEWER: Joel Snape

Overdrive attacks take up about a third of your special meter, but they're relatively easy to land.

Guilty Gear X2

The fight intros **make no sense**, and things only **get weirder** from there...

Don't judge things by their appearances. Outwardly, *GGX2* (*GGX1.5* more like) looks like a retro 2D piefight full of stupid costumes and even stupider special moves.

To anyone willing to put the time in, though, it's like a real-time game of chess. Or rather, how chess would be if you could throw whales and guitars at each other.

Case in point - paper bag-wearing surgeon Faust. Anyone vaguely familiar with beat-em-ups won't have any problems with pulling off his slapstick specials, including the door-face-slam and the scalpel pogo. Persevere, though, and it's possible to combine them with his toy-throwing move to produce an unstoppable barrage of comedy pain. Some characters turn invisible, some summon demonic dogs, others plant exploding pool balls, to be triggered off in a screen-clearing 'break'. On top of that you've got super jumps, Roman Cancels, and the all new Burst mode to master. The instant kills are a bit pointless, but it's vital to get the timing right on Overdrive supers and counters.

If you're willing to put the time in, *GGX2*'s a refreshing change from the soap-opera lives of Kazuya and co. It's an ideal game to play against an equally obsessive mate - but if you haven't got one of them, it's probably worth renting just to see May's super kill.

▲ Fact: new bloke Zappa's possessed by Sadako - the ghost-girl from the Japanese version of Ring.

Judgement

GRAPHICS About as lavish as 2D gets, with staggering amounts of detail and ridiculous kills.

GAMEPLAY Easy to have a gentle slap-about on, but frighteningly complex when you get into it.

LIFESPAN Loads of appreciably different characters with massively varied fighting styles.

The beat-em-up equivalent of Pop Tarts - superficially attractive, not for everyone, but sweetly addictive for those who love it.

Overall 75%

...Ooops. These goblins in *Primal* and Roy Keane got to the works last issue and printed the first the *Primal* review twice. Bah! So, to make up for that, here it is again in its full glory - goblins

REVIEWER

Jonnie Bryant

Prime time viewing as Sony's new **queen of the damned** takes a swipe at both **Raziel** and **Kain**...

Primal

It's official. PS2 is *the* console of choice for goths. No longer the stronghold of the survival horrorists - not since Shinji Mikame and his gang of deadites sold their souls to GameCube, anyway. But, if you like your chills black-clad, Marilyn Mansonised and you actually know what the words 'eldritch' and 'Stygian' mean, then PS2 is where it's at. *Silent Hill*, *Soul Reaver*, *Blood Omen* um, *Shadowman*...OK, so it may not be the best represented of sub-genres so far but, you get the gist.

Softography

These guys have also made...

C12: Final Resistance	69%
Medieval	63%
ICO	85%
Stitch: Experiment 626	22%
Syphon Filter 3	89%
Legend of Dragoon	82%

HELL'S BELLES

Now, to strengthen the sun-shy ranks, comes Jen and her gargoyle sidekick, Skree. They're the new dynamic duo of Sony's latest occult-'em-up and, fact is, they're the best looking of the bunch. If the devil is indeed in the detail, then visually *Primal* is a beauty of diabolic proportions. Swirls of snowflakes in the icy realm of Solum react dynamically as Jen brushes past them. Torches cast convincing shadows that stretch the further you move from their light. Trees nod in the breeze and the level of architectural thought that's gone into the buildings is enough to earn this an apronful of masonic handshakes.

IMP BISCUIT

Even without all these added touches the game would look stunning, but their combined effect really sets your head off. Yes, the levels may be sparsely populated, but there's no doubting that Sony have completely captured a sense of place. And, it's not just its looks that'll cause it to seep beneath your skin.

First up, the tag team factor. Tap SELECT at any point in the proceedings and you'll brilliantly switch between the two central characters. While Jen deals with the armed

▲ Slow, pulsating pushes of ⊗ get these Rift Gates going. They're exactly like the portals in *Soul Reaver*.

▲ NPCs aren't always hostile. This Shaman in Solum helps you out by giving you a handy door lens.

PREVIOUSLY IN Gamer's Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our filly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

WORLD RACING	(XB)	88%
PHANTASY STAR CHRONICLES	(GBA)	86%
STEEL BATTALION	(XB)	86%
IMPOSSIBLE CREATURES	(PC)	86%
IGI 2 COVERT STRIKE	(PC)	85%
COMMAND & CONQUER GENERALS	(PC)	86%
SUPER MONKEY BALL 2	(GC)	85%
NHL 2K3	(XB)	83%
RESIDENT EVIL 0	(GC)	80%

PRIMAL	(PS2)	80%
SUPER MONKEY BALL JR	(GBA)	79%
TENCHU 3	(PS2)	77%
[illegible]	(PS2)	73%
EVOLUTION SKATEBOARDING	(PS2)	69%
PAC-MAN WORLD 2	(GC)	53%
DOA XTREME BEACH VOLLEYBALL	(XB)	45%
SOCCER KID	(PS)	42%
DONALD DUCK PK	(PS2)	30%
[illegible] TREASURE HUNT	(PS)	29%

Factpack
The stuff you need to know

Demonic Realms	
Playable Characters	2
Collectable Tarot Cards	
[illegible]	4

attacks and general batterage, Skree acts as a store for her demon energy while also being able to possess statues and shin up stone walls. It's this contrast in abilities that really defines gameplay as you're repeatedly called upon to open up fresh paths for your partner. For the most part this works a treat, but Skree's whole wall climbing mechanic isn't that intuitive. Next comes Jen's physical transformations. In the course of the game she can mutate into four different demon types, drawing on each species' power to aid her in combat. However, the impressive factor here isn't the explosive transformations, or all the lovely energy weapons, but how complete the transformation is. Everything changes, from her physical appearance to the sound of her voice.

▲ If Jen's energy drops too low she returns to the hospital while you continue playing with Skree.

> "...in the course of the game she can mutate into four different demon types, drawing on each species' power to aid her..."

STONEWALL CLAXON

You could argue that you've seen a lot of this stuff done before – the portals and finishing moves are straight out of the *Reaver*. But, when it's all presented this tightly you can't help but feel as though your experiencing it all for the first time. Ultimately, *Primal* will only really appeal to a set group of punters, which is a shame as gamesmanship this good only happens once or twice a year. GM's advice? Grab your trenchcoats and eye crayons and get involved.

The hawkline King of Voice isn't such a bad old bird. He passes over a new form of possession.

▲ Archos are a real pain in the neck. GM's advice, locate them first and take them out immediately.

Judgement

GRAPHICS When a game is this stunning you're willing to forgive it the odd touch of clipping.

GAMEPLAY Balanced, varied and repeatedly taxing in a 'we ain't spoon feeding you' kind of way.

LIFESPAN Satisfyingly lengthy for the one timer, and filled with hidden tarot cards for the dedicated.

One of those rare games that drags you in and then keeps giving you reasons not to leave. Even the flaws aren't too bad.

Overall 80%

And if you've missed anything hard-hitting out...

Reviews Round-up

LEGENDS OF WRESTLING 62%

This golden-age grappler has got the talent - 39 wrestlers from Big Daddy to Hulk Hogan - and some nice details, but it's ruined by a control system that's less responsive than the crowd in an Al Snow bout

FORMAT: GBA BY: [illegible] PRICE: £16

FIREBLADE 59%

Sniping at people from a thwunking great helicopter's good fun, but it's all too easy to 'cheat' your way through with EMP blasts and a cloak. Could have done so much better

FORMAT: GC BY: [illegible] PRICE: £45

AMERICAN CONQUEST 78%

Isometric colonial fun with some fierce Aztec AI and beautifully patterned wigwams. Much, much more than simply cossacks in a raccoon-tailed boater. Nice looker too

FORMAT: PC BY: CDV PRICE: £35

TRAILER PARK TYCOON 31%

Well, it's *Theme Park World* with hillbillies, but only about a third as much fun as that sounds. If you want to laugh at inbred yahoos, stick with Jerry Springer instead of this trailer park trash

FORMAT: PC BY: JALECO PRICE: £25

SOLDIER OF FORTUNE 60%

Gun-crazy yankee-doodle-doo splatterfest that seemed good until the novelty of shooting people's knees to bits wore off. Imaginative combat s marred by wonky AI and repetition

FORMAT: PC BY: KPLOSIV PRICE: £5

FARSCAPE 18%

A team-based action game without much teamwork or action, which seems impossibly hard because your boys are so stupid - but is incredibly easy because of all the handy health

FORMAT: PC BY: [illegible]

DRAGON'S LAIR 3D 75%

Every bit as cartoonishly hypnotic as the old *Dragon s Lair* cartoon laserdisc things, except now with an actual game behind all the Don B uth animations and elaborate deaths. Smart stuff

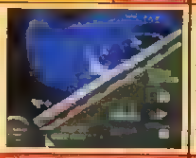
FORMAT: PC BY: UBI SOFT PRICE: £20

DONALD DUCK QUACK ATTACK, PARTY TIME WITH WINNIE THE POOH 50%

A duck in a *Crash Bandicoot* clone and a talking Pooh (sorry) in a party game with the longest loading times s nce the Atari ZX81. Disney at its most med ocre

FORMAT: PS BY: UBISOFT PRICE: £15

DSP MUSIC REVELATION 44%



Not to be confused with *Dance Dance Revolution* - this isn t so much a game as a way of tarting up your PS's CD player. And a game of *Space Invaders*. Still, there's some music from VF3

FORMAT: PC BY: [illegible]

RAINBOW SIX AND ROGUE SPEAR TWIN PACK 52%

Strategic team action ported over from the PC - only without as much of the strategy. It's easiest to just plow through with a single soldier in both games. A nice bundle in theory, but in practice ..

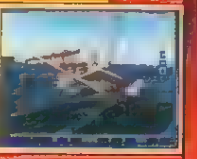
FORMAT: PS BY: [illegible]

BUGS AND TAZ AND WACKY RACES TWIN PACK 49%

A vaguely 'classic' platformer (that d be *Bugs Bunny and Taz: Time Busters*) and a technically shoddy racer rescued by some comedy boxing-glove-on-a-spring action. That s all, folks

FORMAT: PS BY: INFOGRAMES PRICE: £15

VIRTUAL SKIPPER 2 65%



If you fancy inshore racing with a 24-foot Melge with a spinnaker - heck, if you even know what that *means* - then you might enjoy this nautical but nice sail-em-up

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[illegible]	(PC)	89%
SIM CITY 4	(PC)	86%
[illegible]	(XB)	[illegible]
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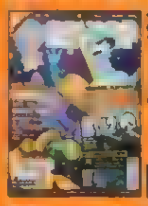
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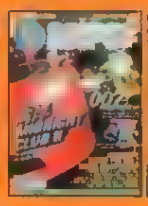
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HARD WAR

100 issues old and the **third party** is still going. Special guests this month: **Freeloader**, a cordless **Xbox pad** and some top **Dolby 5.1** speakers...

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XPLODER DVD PRO

This updated Xploder cheat disc is just like last year's version, only packed with cheats for 2002 big games including *Metal Gear Solid 2* and *GTA Vice City*. Slip the disc in and you can save the cheats to your memory card. Not only is it great for cheating, but it also enables you to play DVDs from any region and the NTSC feature can make your games run 20% faster. Good work.

From: Blaze
Contact: 01302 325225
Price: £30

87%

FREELOADER

This tiny little disc enables you to play US and Japanese games on your PAL Cube. All you have to do is slip the freeloader disc in your Cube and hit the power. Then slip in an import game and it works. Get one of these and a American copy of *Zelda* and you'll be happy.

From: Datel
Contact: 01785 810800
Price: £20

93%

DANCE MAT

Dancing games are so damn popular at the moment, so it's a shame that this mat is a bit shoddy. It looks funky, but it's a nightmare if you've got big feet as the button pads aren't big enough, and you sometimes stand on two at once.

From: Logic 3
Contact: 020 8902 2211
Price: £20

79%

FREEWAVE

This may say wireless on the aerial, but don't be fooled. This isn't a pad. Instead you have to plug your PS2 controller into a receiver, which you can put anywhere in the room. So the idea is that it turns your official pad into a wireless pad, but you still have to plug it in. There are still wires and £40 is a lot of money to shell out for a hi tech tidier.

From: Saitek
Contact: 01454 451900
Price: £40

59%

CORDLESS XBOX PAD

Apart from the green grippy bits on the side, this is a smart wireless pad. You can turn the rumble off if you fancy and there are even some shoulder buttons which can be used for Black and White. Smaller than the Official pad too.

From: Logic 3
Contact: 020 8902 2211
Price: £40

89%

DOLBY 5.1 SPEAKERS

Play *Halo* through these and you won't want to go back to listening through plain old TV speakers ever again. Obviously the sound isn't as good as high budget surround sound speakers, but the bass is pretty meaty and at £150 you really can't complain.

From: Thrustmaster
Contact: 020 8665 1881
Price: £150

81%

P99G2 LIGHT BLASTER

Armed with the most powerful recoil action in the lightgun universe, this is one meaty weapon. And with a sturdy reload foot pedal this is one of the best third party guns around. Still not as good as the G-Con 2 though.

From: Logic 3
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Price: £30

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WIN!

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Win this competition and you'll never have to eat carrots ever again. Okay, so some of you might want to have some carrot and tarragon soup of an evening. Very nice it is too. All you need to do is fry some carrots and some onions, add some boiling water, cream and tarragon, liquidise the lot and Delia's your uncle. Or aunt..

Even if you eat vats of this stuff you won't be able to see in the dark, but win this competition and you'll be able to peek through the gloom like *Splinter Cell*'s Sam Fisher. Thanks to Ubi Soft, developers of super stealth-'em up *Splinter Cell*, we've got a pair of brilliant night vision goggles (worth around £350) to give away. So the next time your parents or partner shut you in the cellar, you'll be able to play on your GBA. Then you can escape, shoot out the lights, do the splits in the corridor...okay maybe not.

Get lucky and not only will you win the goggles, but you'll also get a widescreen television, an Xbox, a PS2 and a copy of *Splinter Cell* for each format. To win the lot all you have to do is identify the silhouettes in the picture opposite. Once you've worked out what object/person each one is, write them down on the form on the right, cut it out, stuff it in an envelope and send it to I want your specs, GamesMaster, 30 Monmouth Street, Bath, BA1 2PR by 15 April. Or if you don't want to cut up your mag, simply copy your answers onto a piece of paper.

STALKING IN A SPLINTER WONDERLAND

See like Sam Fisher with night vision goggles. Plus widescreen telly, Xbox, PS2 and copies of *Splinter Cell* up for grabs!

METAL GEAR SOLID 2: SUBSTANCE

Who is a character in *Metal Gear 2 Substance*?

a) Raiden
b) Maiden
c) Raiden [illegible]

WIN!

5 COPIES TO BE WON

CRASH BANDICOOT 2: N-TRANCED

[illegible]

a) Coffee
b) Coco
c) Bowl

WIN!

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LORD OF THE RINGS: THE TWO TOWERS

Who isn't a playable character in *The Two Towers*?

a) Aragorn
b) Frodo
c) Legolas

WIN!

5 COPIES TO BE WON

SAY WHAT YOU SEE!

It couldn't be simpler. Just tell us who or what is in this night vision shot from *Splinter Cell* and fill in the form on the right. If you get them the goggles and all that stuff could be yours.

ENTRY FORM:

See the sillhouettes on the big *Splinter Cell* picture? Well if you reckon you know who they are, fill in the answers in the spaces below. For example, one is a sniper rifle.

... Fill it in!

1. Sniper Rifle
2. _____
3. _____
4. _____

Name _____

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PS2 - Which is a character in *Metal Gear 2 Substance*?

a) Raiden

b) Maiden

c) Dacian Powell

GBA - What is Crash's sister called?

a) Coffee

b) Coco

b) Bovril

GC - Who isn't a playable character in *The Two Towers*?

a) Aragorn

b) Frodo

c) Legolas

XB - Which of these is a Kung Fu expert

a) Jackie Stewart

b) Jackie Chan

c) Jackie Wilson

PS - What format what *Final Fantasy 1* originally released on?

a) NES

b) PS2

c) SNES

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies.

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Employees of Future Publishing and their families are not permitted to enter this competition. Bog off, Mum! And you, Dad. Go on, shoo. There is no cash alternative to the prizes. Or potato crisps. Prizes may differ from those shown. The judge's decision is final, and absolutely no correspondence will be entered into. The closing date for entries is 15 April 2003.

[illegible]

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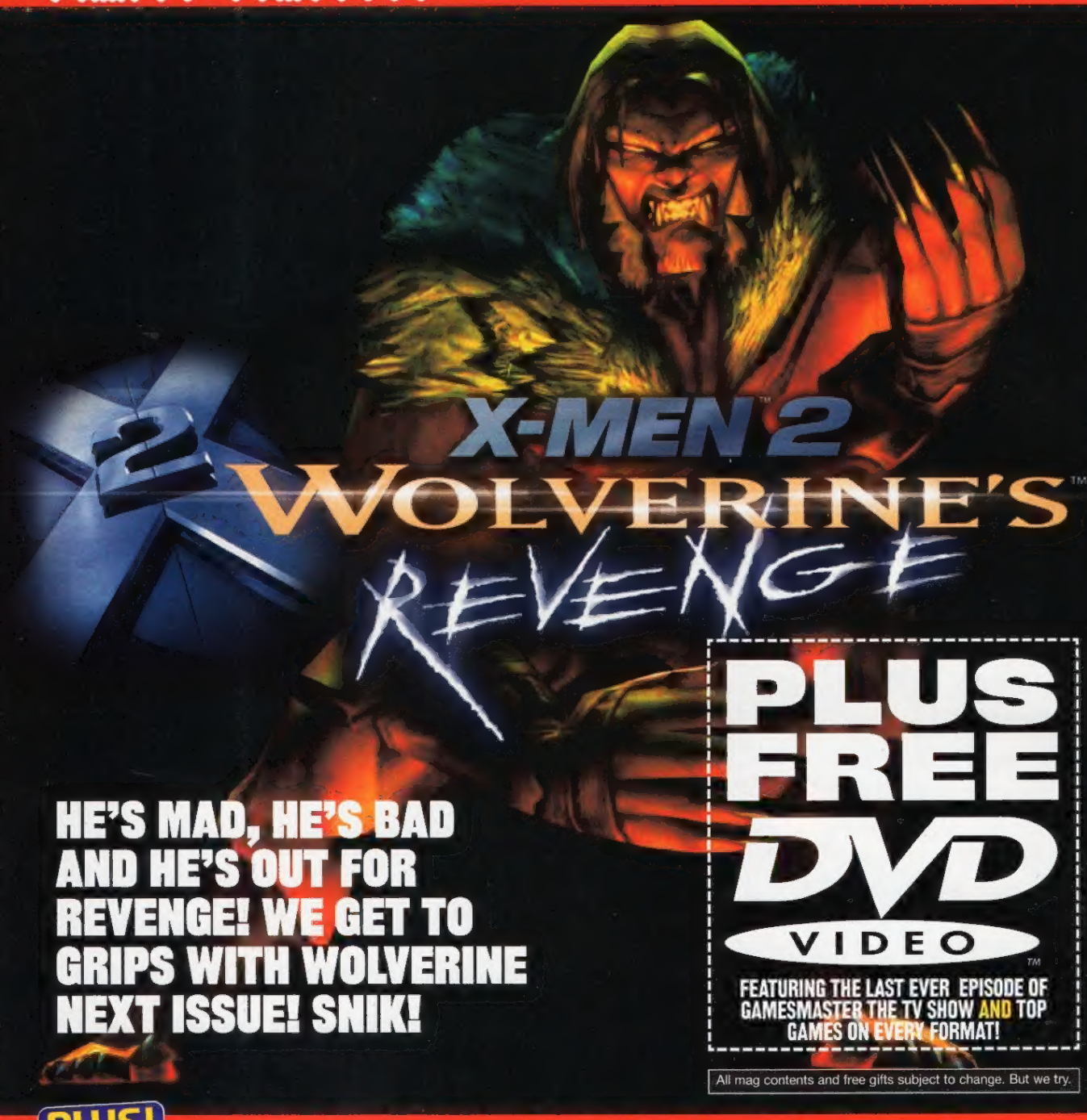

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OH BOY	Cameron & Juelz Santana	112020 M

DANCE

SPECIAL CASES	Massive Att./Sinead	112424 MP
WHERE LOVE LIVES 2003	A Limerick	112450 MP
ONE FINE DAY	Jakatta/Beth Hirsch	112425 MP
TRUE	Jaimeson	112390 MP
THE OPERA SONG	Jurgen Vries/CMC	112320 MP
LOVE STORY	Layo & Bushwacka	112361 MP
THE WAY (Pgrd)	Divine Inspiration	112345 MP
ILL BE YOUR ANGEL	Kira	112409 MP
WE DON'T CARE	Audio Bullys	112354 MP
I WANNA DANCE WITHgrd	Flip N Fill	112334 MP
POSSE	Scooter	112282 MP
HEAVEN	DJ Sammy	112229 MP
UNFINISHED SYMPgrd	Massive Attack	112438 MP
CASTLES IN THE SKY	Ian Van Dahl	111270 MP
SHOOTING STAR	Flip N Fill	111987 M
LIKE A PRAYER	Madhouse	112016 MP
GOTTA GET THROgrd	D.Bedingfield	111545 MP
TIME AFTER TIME	Novaspace	112392 MP
WHAT YOU NEED	Nu Circles/Em.B	112393 MP
DO YOUR THING	Basement Jaxx	112321 MP
SUPERSTAR	The Ones	112402 MP
LOVE ON THE RUN	Chicane	112403 MP
THE LOGICAL SONG	Scooter	111965 MP
NESSAJA	Scooter	112050 MP
I THINK WE'RE ALONEgrd	Pascal&Karen	112312 MP
TOTAL ECLIPSE OF THE Hgrd	J.Wayne	112410 MP
BLUE SONG	Mint Royale	112412 MP
PRAY	Lasgo	112286 M
SOMEDAY	Rezonance Q	112389 MP
HOLIDAY	Madhouse	112231 MP
DON'T WANNA	Shy FX & T Power	112300 M
HEART OF GOLD	Kelly Llorenna	112283 M
LAND OF THE LIVING	Milk Inc	112350 M
IN MY MIND	Milky	112341 MP
SHOOTING STAR	Bang	111588 M
LAZY	X Press 2	111897 M

NU METAL

IN THE END	Linkin Park	111489 MP
SMOOTH CRIMINAL	Alien Ant Farm	111377 MP
NO ONE KNOWS	Queens"StoneAge	112309 MP
SHE HATES ME	Puddle Of Mudd	112163 M
STILL WAITING	Sum 41	112307 M
TAINTED LOVE	Marilyn Manson	111888 M
GIRL ALL THE BADgrd	Bowling4Soup	112042 M
IT'S JUST PORN MUM	Trucks	112165 M
IN TOO DEEP	Sum 41	111559 M
HEAVEN IS A HALFPIPE	OPM	111269 M
A PLACE IN MY HEAD	Linkin Park	111254 MP
BLURRY	Puddle Of Mudd	111974 M
DROWNING	Crazytown	112296 M
TEENAGE DIRTBAG	Wheatus	111186 MP
FAT LIP	Sum 41	111468 M
LOVES ME NOT	Papa Roach	111999 M
MY PLAGUE	Slipknot	111976 M
POINTS OF AUTHORITY	Linkin Park	111621 M

FOOTBALL

YOU'LL NEVER WALK ALONE		111351 M
GREAT ESCAPE		111354 MP
GLORY GLORY		111353 M
NEWCASTLE ANTHEM		111357 M
MARCHIN ON TOGETHER		111350 M
BLUE IS THE COLOUR		111348 M

INDIE

CAN YOU DIG IT	The Mock Turtles	119405 MP
SONGBIRD	Oasis	112394 MP
SCORPIO RISING	Death/Vegas/LiamG	112324 MP
FOOLS GOLD	Stone Roses	111230 M
BITTER SWEET SYMPHONY	The Verve	111292 MP
LITTLE BY LITTLE	Oasis	112337 MP
STOP CRYING YOUR Hgrd	Oasis	111968 MP
I AM THE RESURRECTION	S'Roses	111459 M
WATERFALL	Stone Roses	111456 MP

R'N'B

HEY MA	Cam'ron	112386 MP
AIR FORCE ONES	Nelly	112362 MP
UNTIL I GET OVER YOU	C.Millan	112428 MP
REMINISCE	Blazin' Squad	112411 MP
ALL I HAVE	J.Lopez/LL Cool J	112359 MP
OK	Big Brovaz	112367 MP
THUG LOVIN	Ja Rule & Bobby Brown	112308 MP
HIDDEN AGENDA	Craig David	112368 MP
MISS YOU	Aaliyah	112369 MP
SATISFACTION	Eve	112414 MP
NU FLOW	Big Brovaz	112239 MP
LIKE I LOVE YOU	Justin Timberlake	112241 MP
HOT IN HERE	Nelly	111977 M
IT'S ALL GRAVY	Romeo & C.Millan	112240 M
JENNY FROM THE BLOCK	J.Lopez	112270 MP

THEMES

THE OFFICE		112363 MP
PHOENIX NIGHTS		112364 MP
MISSION IMPOSSIBLE		111121 MP
SCOOBY DOO		111142 MP
ONLY FOOLS AND HORSES		111369 MP
JAMES BOND		111119 MP
ROCKY		111141 MP
MUPPETS		111134 MP
THE A TEAM		111115 MP
STAR WARS	MAIN THEME	111125 MP
SEX AND THE CITY		111673 M
GOOD, BAD AND THE UGLY		111181 MP
BIG BROTHER		111342 M
MATCH OF THE DAY		111126 MP
KNIGHT RIDER		111127 MP
FRIENDS		111159 MP
RAINBOW		111562 M
MINDER	INTRO THEME	112434 P
MINDER	CHORUS THEME	112435 MP

RINGTONE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 5210, 5510, 61XX, 62XX, 6310, 6310I, 8210, 8310, 8110I, 88XX, 7110, 7210, 7650, AND THE 9110(I). SAGEM: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959(R) MOTOROLA: T250, V50, V100, V8088 & TIMEPORT 260 SAMSUNG: T100, N600 SIEMENS: S45, SL45, C45, ME45, M50, A50, C55
POLYPHONIC RINGTONE - NOKIA 3510, 3510I, 6610, 7210, 7650. SAMSUNG T100, N600. SHARP GX1, GX10. SONY ERICSSON T300. SAGEM MYG-5. MOTOROLA T720. PANASONIC GD87. SIEMENS C55.

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MOVERS

ANIMATED SCREENSAVER COMPATIBILITY - NOKIA: 3330, 3410, 5210, 5510, SONY ERICSSON: T68I

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GRAN TURISMO 3
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